

# LOW POLY TREES - PACK



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Follow me on **X / Twitter** to see what I'm working on right now:

<https://x.com/lmhpoly>

## I would love to hear your feedback!

Thank you for using my **Low Poly Trees - Pack**! If you've enjoyed working with it and found it useful in your project/s, please consider leaving a quick review on the Unity Asset Store. Your feedback helps me improve the assets and support future updates.

[Leave a Review](#)

## Don't miss out, and be the first!

Get notified about the new "Low Poly Trees - Pack" and other asset updates + my new game asset releases straight to your inbox.

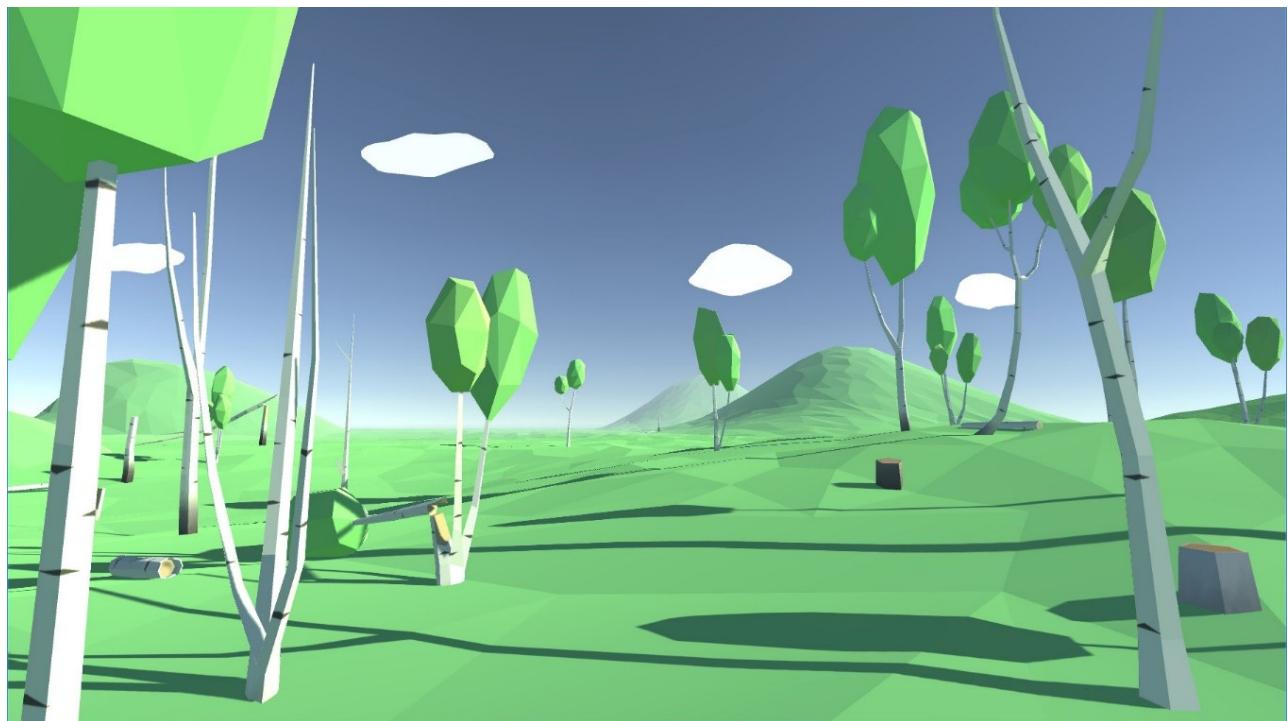
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## Demo scenes

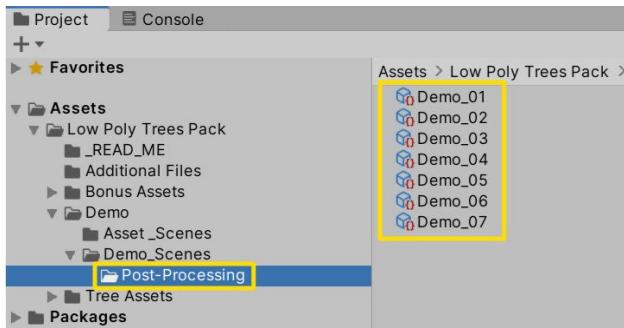
Now as you have imported the whole “**Low Poly Trees Pack**” to your Unity project, go to *Low Poly Trees Pack > Demo > Demo\_Scenes* - and open any Demo Scene (here is a **Demo\_04** example). By default, the scene should look like this inside the **Game** view using **Gamma** Color Space and without any image effects applied.



To make it look like this:



you need to use **Post-Processing Profile** on each demo scene.



Follow the steps below to setup **Post-Processing** image effects for Demo Scenes!

[Post-Processing in Unity 2019.4 LTS and up – \(Built-In Render Pipeline\)](#)

[Post-Processing in Unity 2019.4 LTS and up – URP \(Universal Render Pipeline / Universal 3D\)](#)

\*You need at least Unity 2019.4 LTS to setup Post-Processing by following my tutorial!

## BONUS

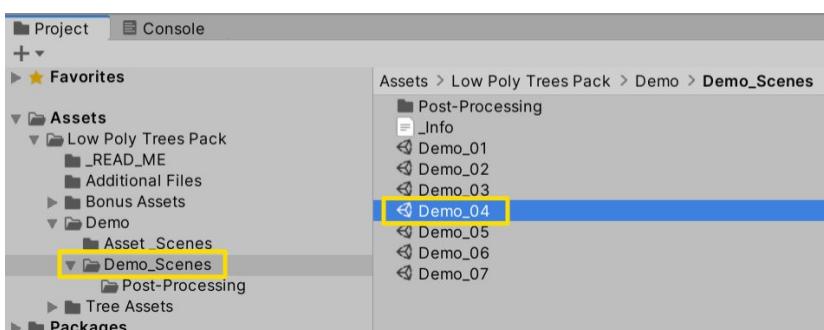
**UPDATE!** You can watch my video tutorial on the lighting and post-processing workflow I use for my low poly scenes if you want to light your own newly created scene in Unity:

[Unity URP Tutorial - Lighting And Post-Processing](#)

[Unity 2020 Tutorial - Lighting And Post-Processing Low Poly Scene](#)

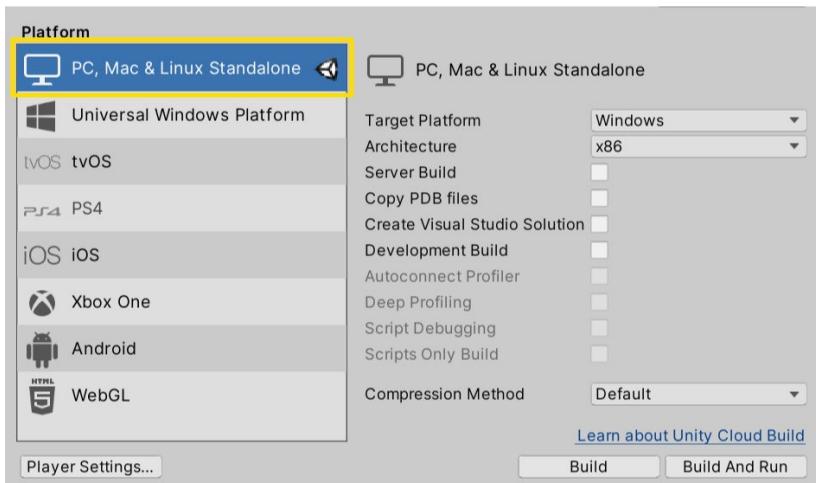
# How to Setup Demo Scenes (Post-Processing) in 3D (Built-In Render Pipeline) (For PC)

Before we start, let's open the **Demo\_04** scene located at: *Low Poly Trees Pack/Demo/Demo\_Scenes*

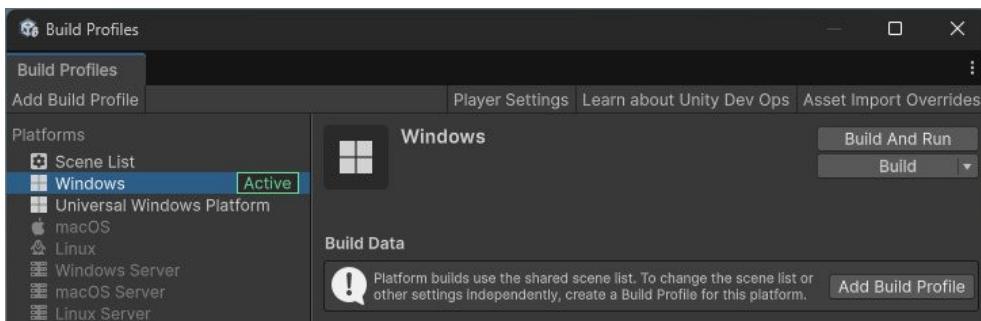


Then go to *File > Build Settings*

Make sure you are using a **PC, Mac & Linux Standalone** build.



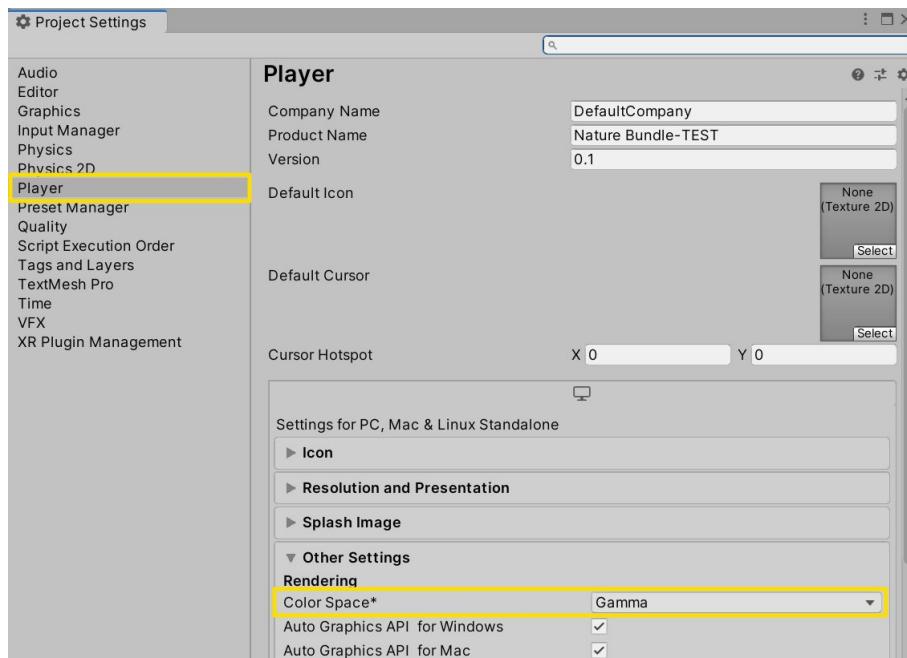
For Unity 6, go to *File > Build Profiles*



## 1. Change to the Linear Color Space

Go to the *Edit > Project Settings*

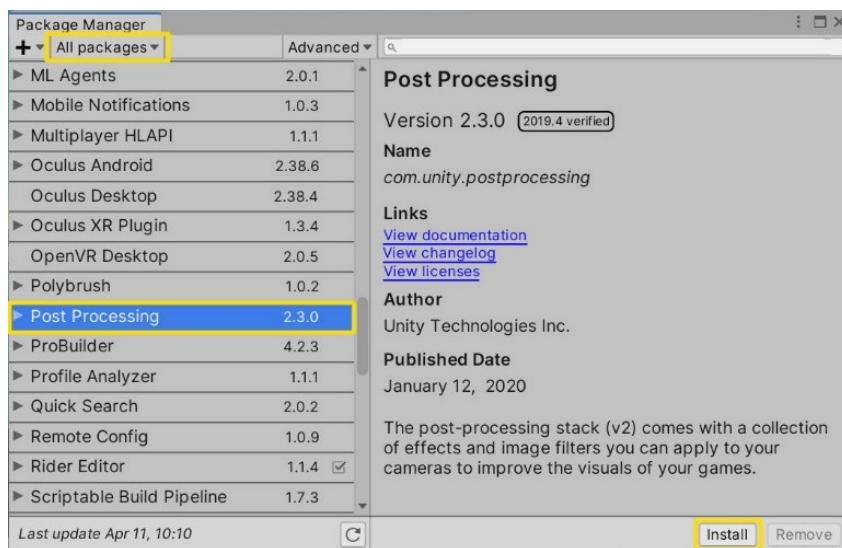
Open the **Player** tab, **Other Settings** section, and set the **Color Space\*** to **Linear**.



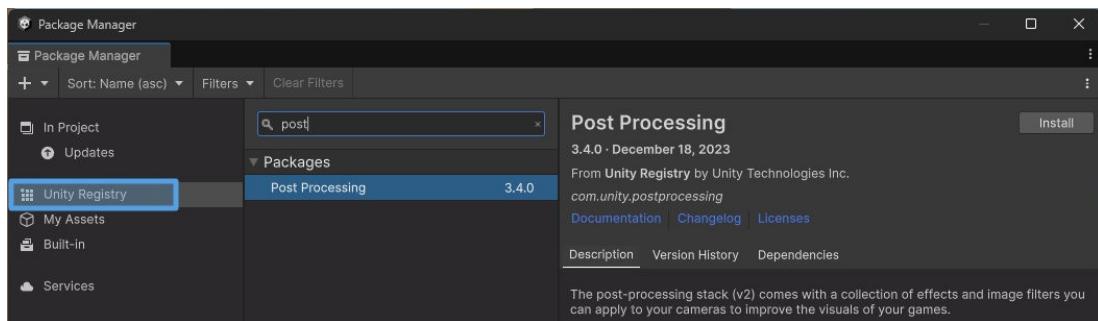
## 2. Install the Post-Processing

Go to the *Window > Package Manager*

Set view to **All packages**, search for the **Post Processing**, select it, and click **Install**.



For Unity 6 it's located in the **Package Manager, Unity Registry** tab:

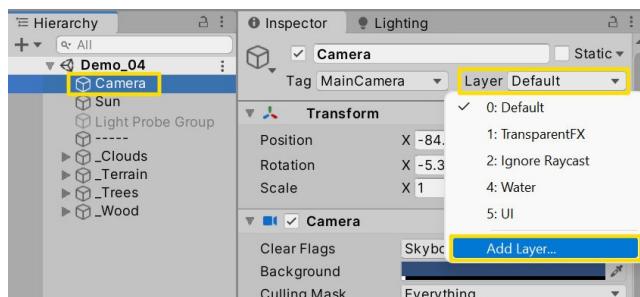


**\*NOTE:** If you have problems in the later steps setting up the Post-Processing:

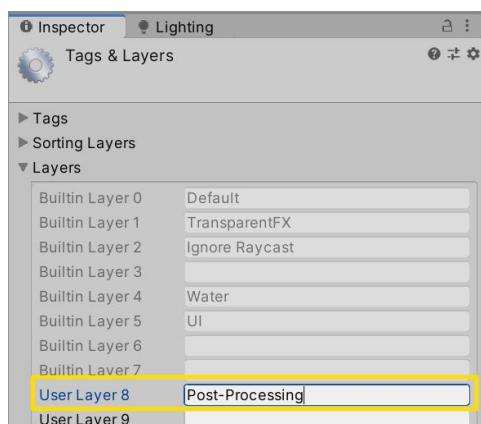
- Restart Unity.
  - If it still doesn't work, go to *Window > Package Manager*, and remove the **Post Processing** package.
  - Restart Unity
  - Install the **Post Processing** package again. Now it should work.

### 3. Set up the Post-Processing

Select the **Camera** in the **Hierarchy**, click on **Layer > Add Layer...**

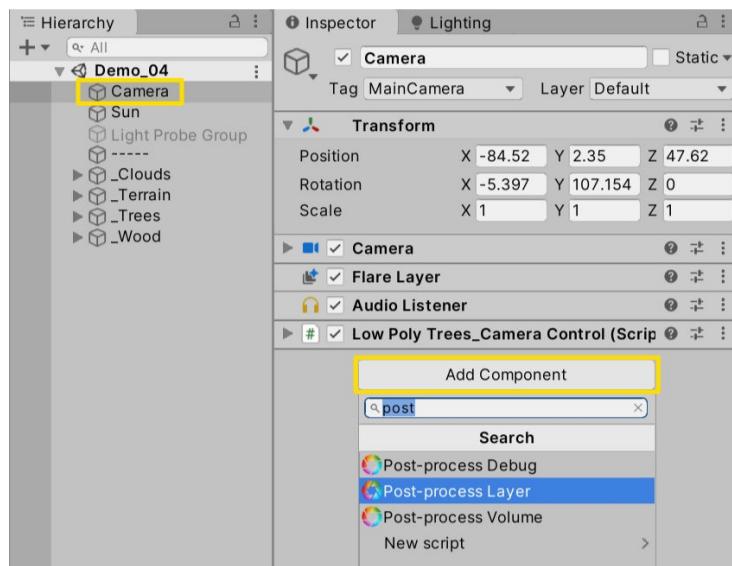


Let's add a new layer to any blank space and call it **Post-Processing** (you can call it however you want).



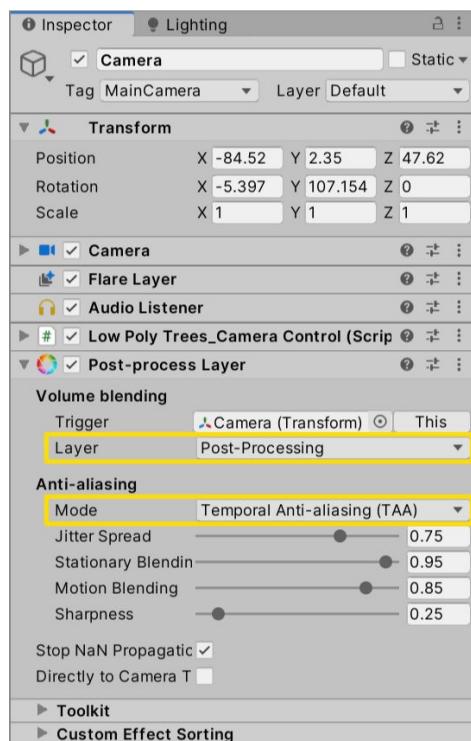
Select the **Camera** again, click on **Add Component**, and type **post** in the search bar.

You should see 3 Post-process components. Click on **Post-process Layer** to add it to the **Camera**.

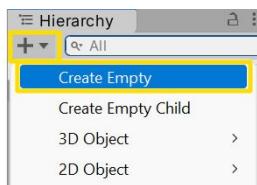


And set the **Layer** to **Post-Processing** (*the Layer we just created*).

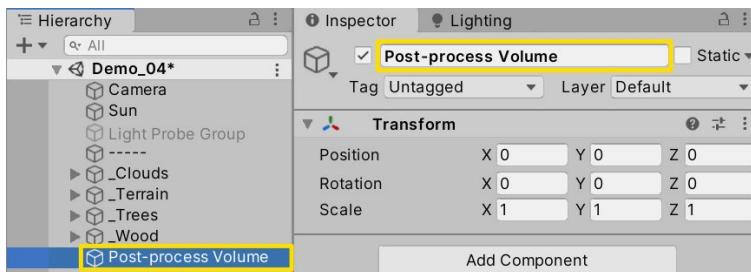
Also, I like to set **Anti-aliasing** to **Temporal Anti-aliasing (TAA)** - to get rid of those jagged edges and some screen tearing when moving the Camera in the game.



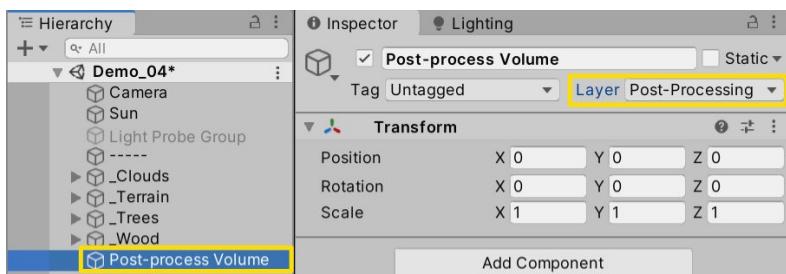
Now, inside the **Hierarchy**, we need to **Create Empty** gameObject



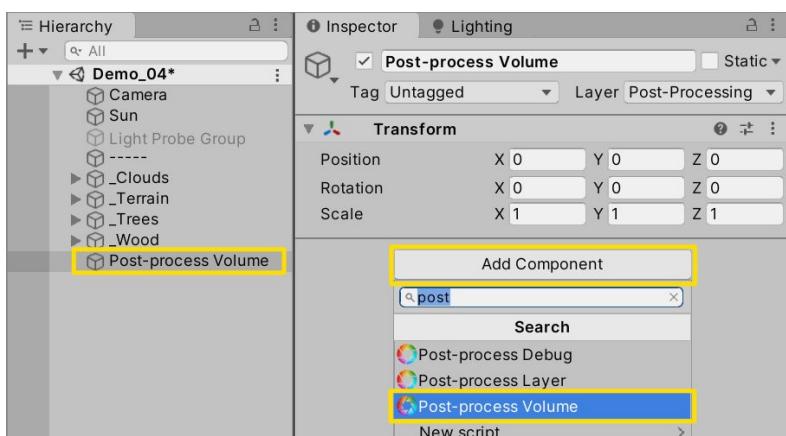
Let's call it **Post-process Volume**



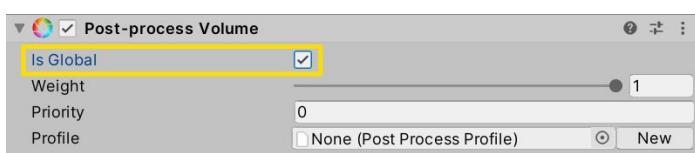
Set the **Layer** to **Post-Processing** (*the Layer we created before*).



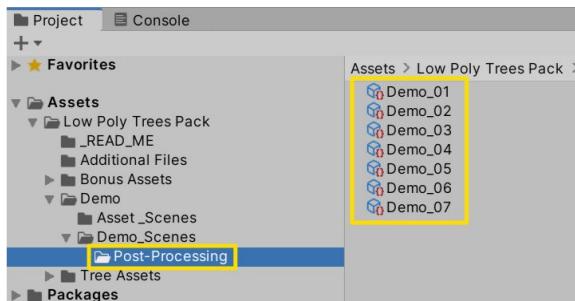
**Add Component > Post-process Volume**



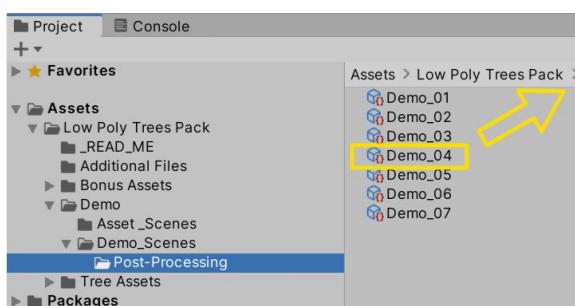
**Enable Is Global**



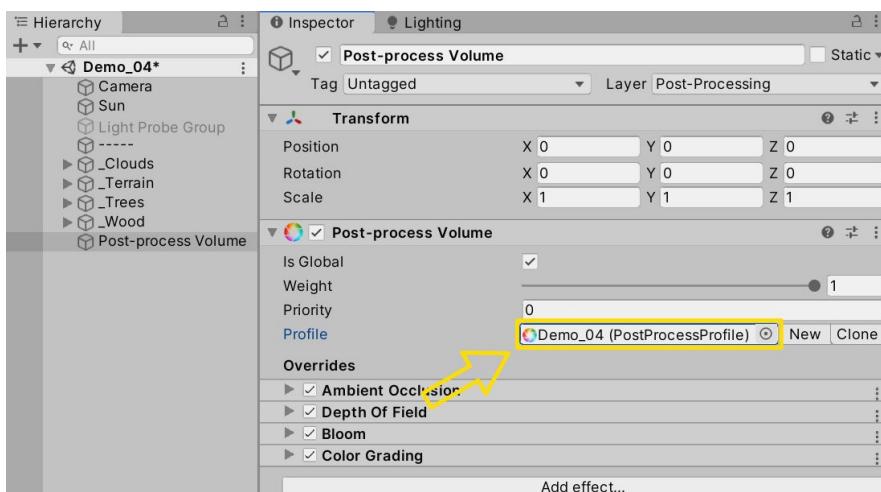
Then go to *Low Poly Trees Pack/Demo/Demo\_Scenes/Post-Processing*. Here you can find my pre-made custom **Post-Processing Profiles**, which we can use for every Demo scene to quickly apply effects like Color Grading, Ambient Occlusion, etc.



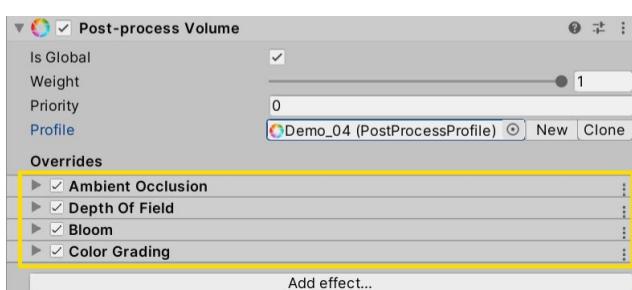
Drag and drop **Demo\_04 (Post-Process Profile)**



To the **Profile** area in the **Post-process Volume** section



Here you can see what effects this scene is using, which you can easily edit:



After completing these steps, your scene should look like this:



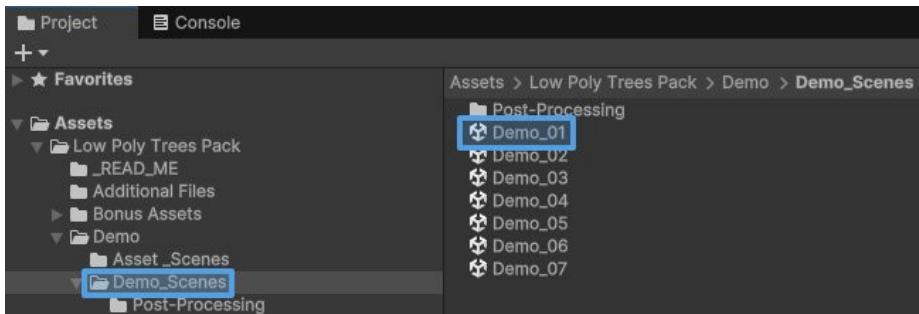
\***For Low-End PC's** - if you hit play and it lags, try disabling Post-Processing effects one by one on the Post-Processing Profile settings!

To quickly add the Post-Processing effects to any other Demo scene by applying my custom Post-Processing profiles, you need to repeat all the steps from: [adding Post-process Layer to the Camera](#).

# How to Setup Demo Scenes (Post-Processing) in URP / Universal 3D (For PC)

Before we start, let's open the **Demo\_01** scene located at: *Low Poly Trees*

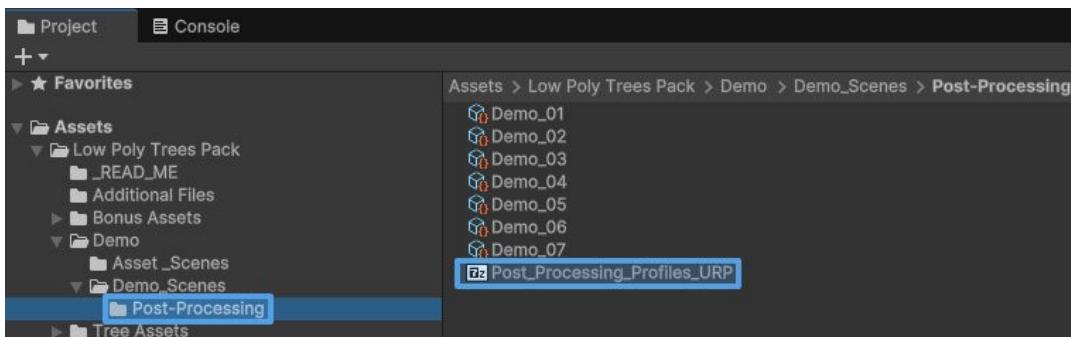
*Pack\Demo\Demo\_Scenes*



\*If your scene has **Pink Materials**, read on how to fix it [here](#).

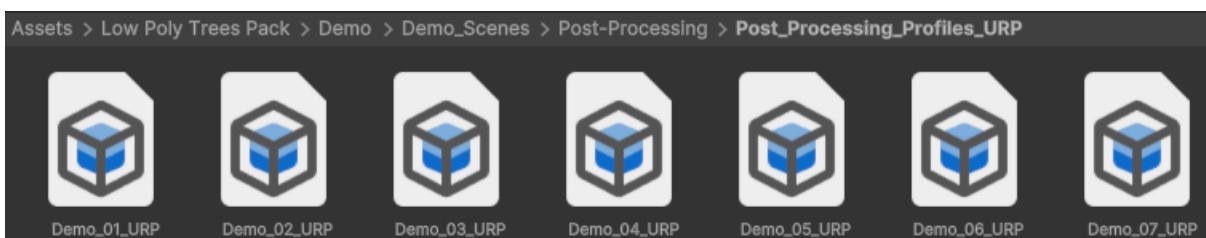
Then open the **Post-Processing** folder located at: *Low Poly Trees*

*Pack\Demo\Demo\_Scenes\Post-Processing*

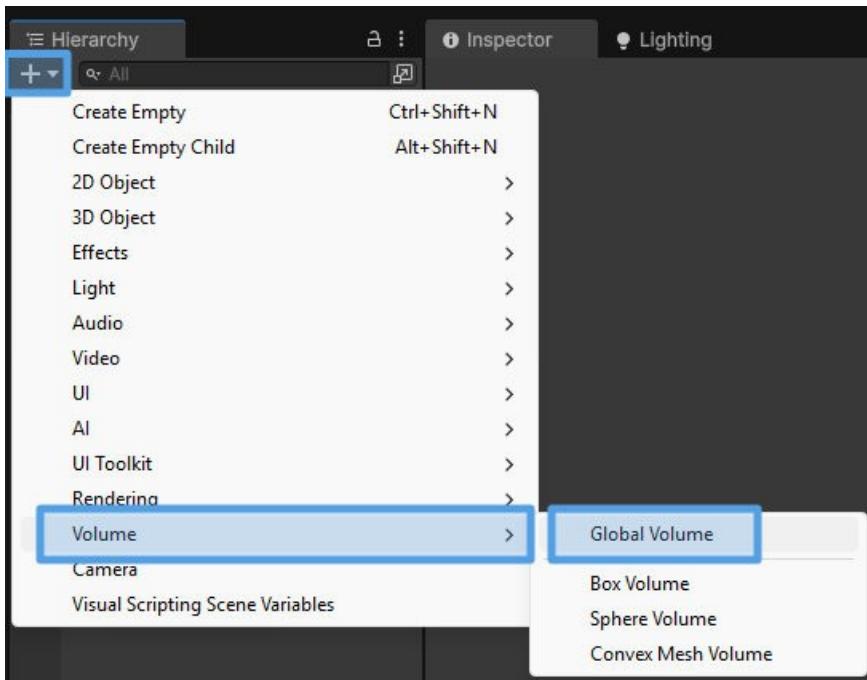


You will find the zip file "**Post\_Processing\_Profiles\_URP**." Open it in the file explorer and extract the files inside to a new folder called "*Post\_Processing\_Profiles\_URP*," or whatever you call it.

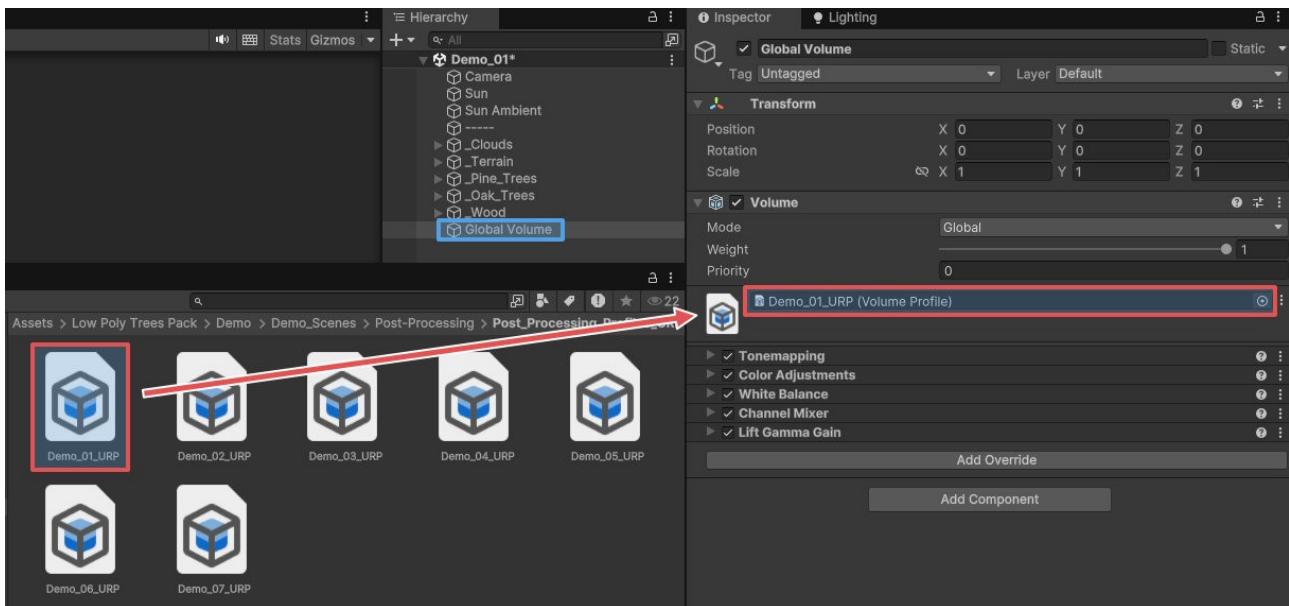
You will see 7 Post-Processing Profile files for 7 demo scenes: *Demo\_01\_URP*, *Demo\_02\_URP*, etc.



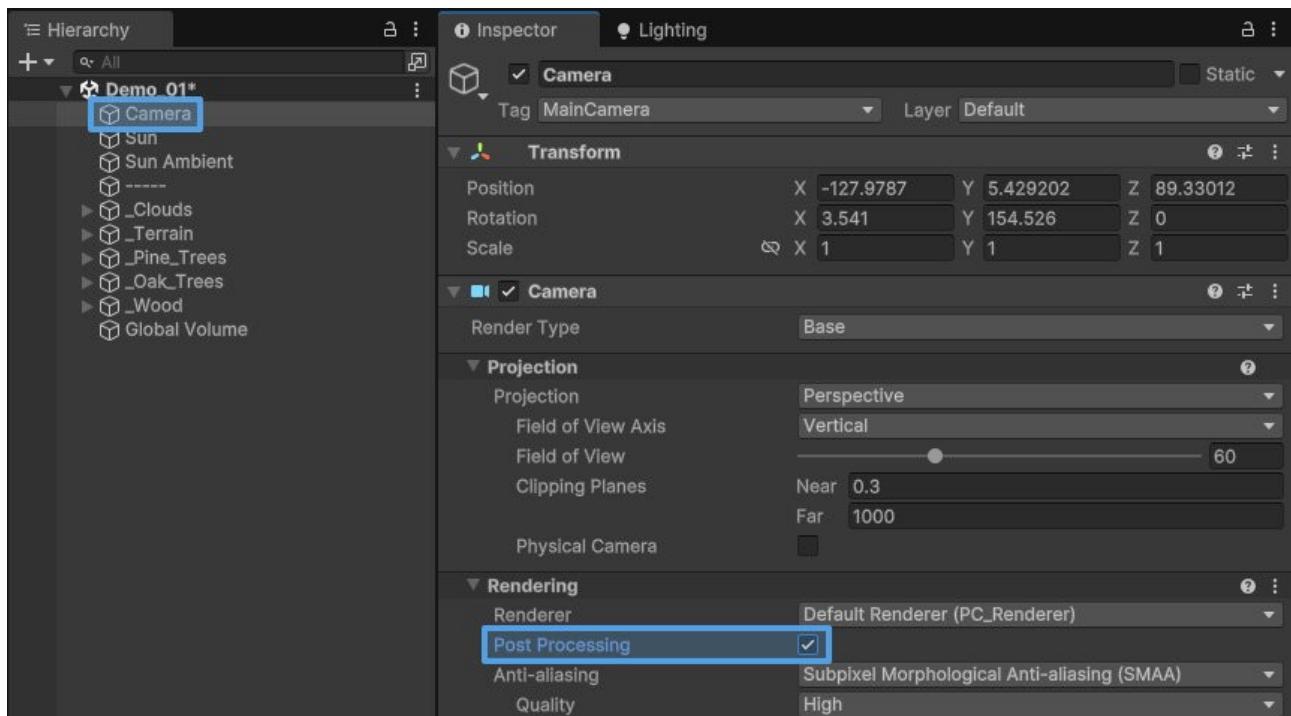
Now, inside the **Hierarchy**, press the '+' > **Volume > Global Volume**



Select the newly created **Global Volume** inside the **Hierarchy**. Drag and drop **Demo\_01\_URP** Post-Processing Profile to the **(Volume Profile)** location (highlighted in the picture below.)

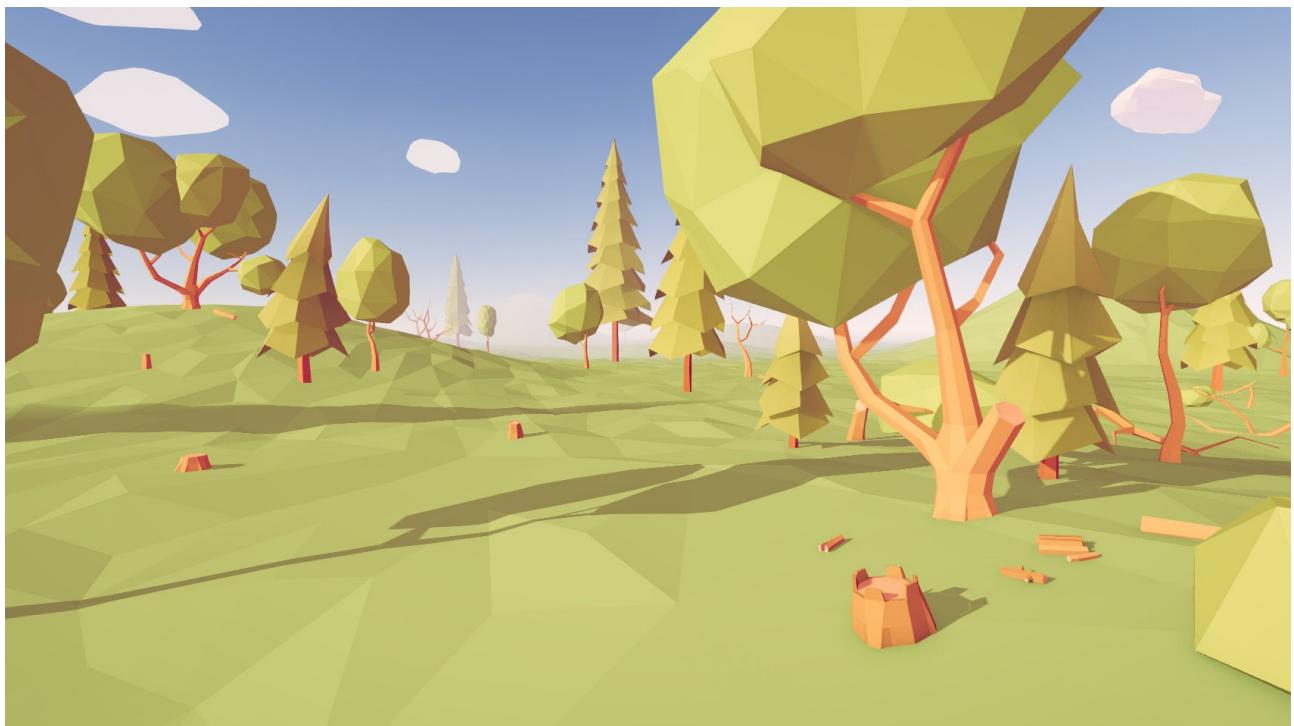


Now, Post-Processing will work in the **Scene** View only. To make it appear in the **Game View**, select the **Camera** and enable **Post-Processing**.



\*You can also enable **Anti-aliasing**, which is below the Post Processing option, to make the image look smooth. Can be a big performance hit, depending on the hardware and the mode you choose.

And that's it. The **Demo\_01** scene should look like this:

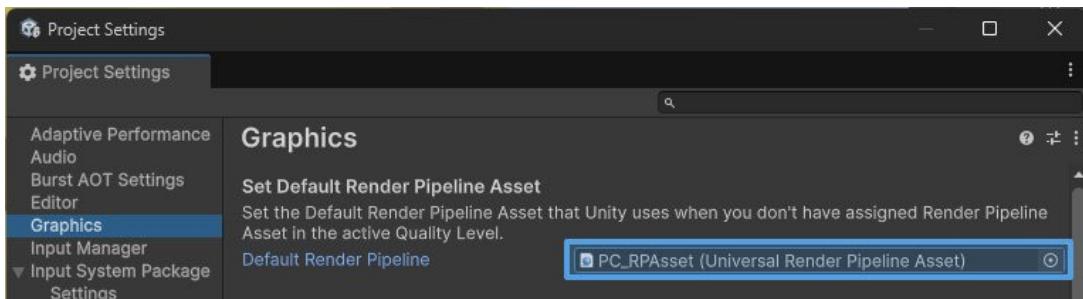


## BONUS TIP

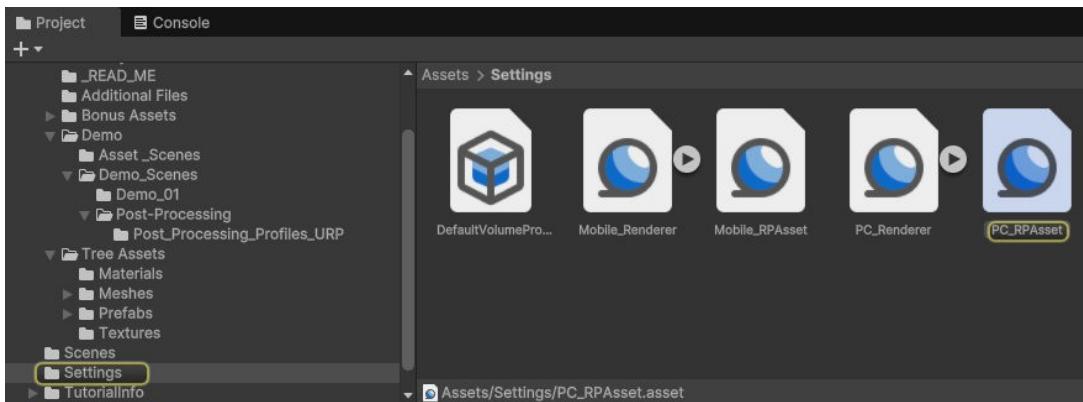
Unity URP sets **Shadow Max Distance** to **50** by default. If you increase it to something like **150**, the scene would look even better.

You can do it by going to: *Edit > Project Settings*

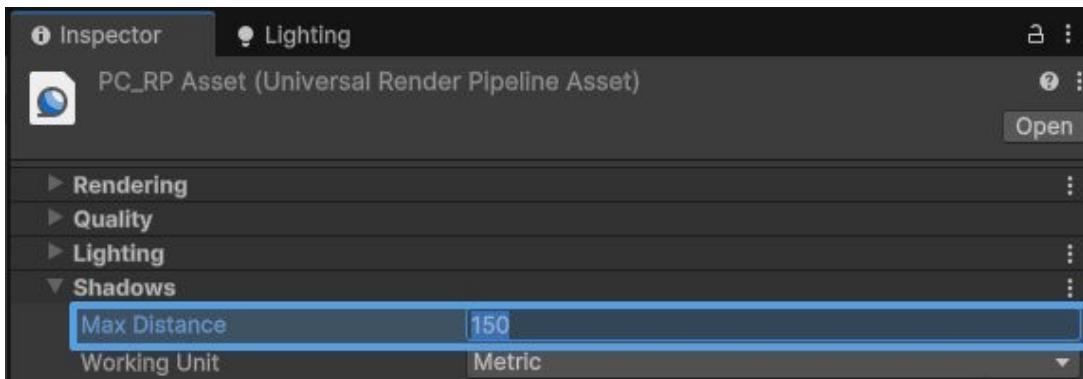
Open the **Graphics** tab. Click on the **Default Render Pipeline** file on the right.



Unity will highlight where it's located in the **Project** tab.



For me it's called '**PC\_RPAsset**' – click on it and in the **Inspector** search for the **Max Distance** inside the **Shadows** tab. Set it to **150**.



Shadows Max Distance: **50**



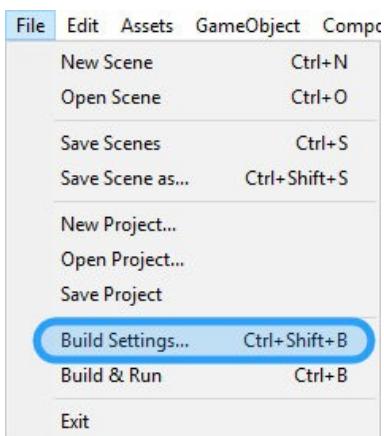
Shadows Max Distance: **150**



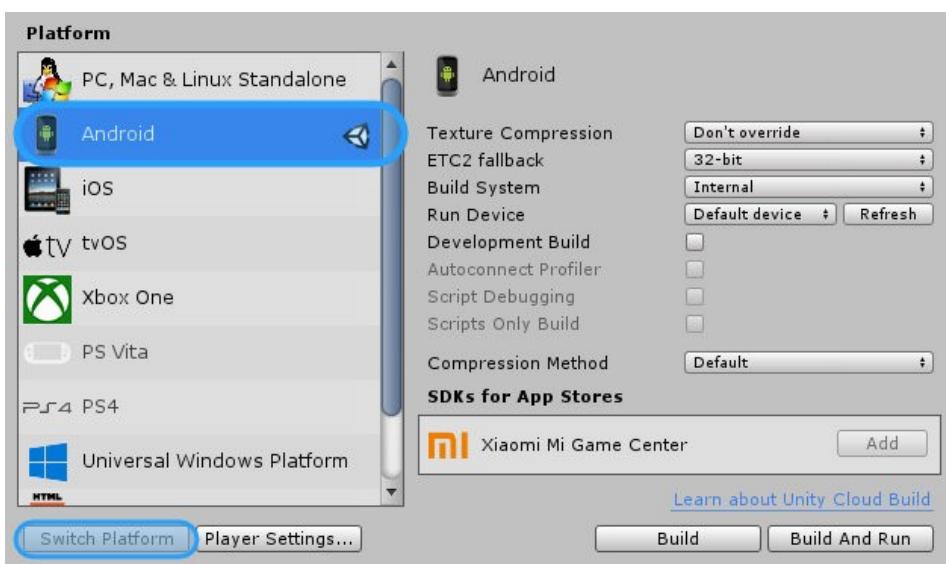
# How to Setup Demo Scenes in Unity 2019.4 LTS and up (For Android)

1. Make sure you are using **Android** build!

Go to *File > Build Settings*



Select **Android** and hit the **Switch Platform** button.



For Unity 6, go to *File > Build Profiles*

## 2. Clean GI Cache (Optional – Skip this if you don't have any light baking errors!)

Before you go to the next step, you need to disable **Auto** build/bake feature.

You can find it in **Lighting** and select **Scene** tab (If you don't see Lighting tab go to *Window > Lighting > Settings*).

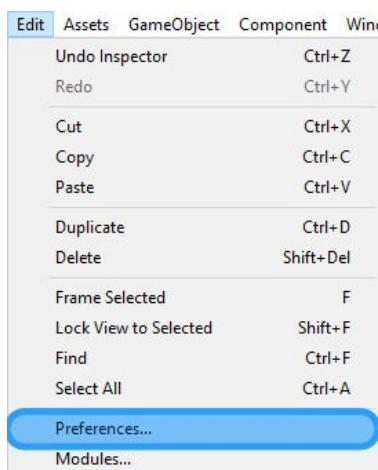


At the bottom you will see this:

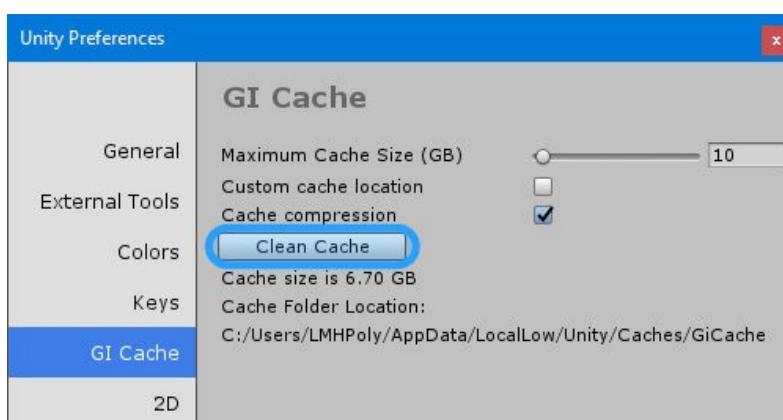


unchecked **Auto Generate**.

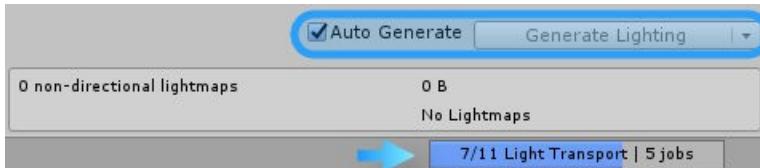
Go to *Edit > Preferences*



Select **GI Cache** tab and press on **Clean Cache** button!



Enable **Auto Generate** / bake feature



and wait until the generation is done (blue loading bar at the right bottom corner).

### 3. Disable **Realtime Global Illumination** (Optional – for slightly better performance)

You can find it in **Lighting** and select **Scene** tab (If you don't see Lighting tab go to *Window > Lighting > Settings*).

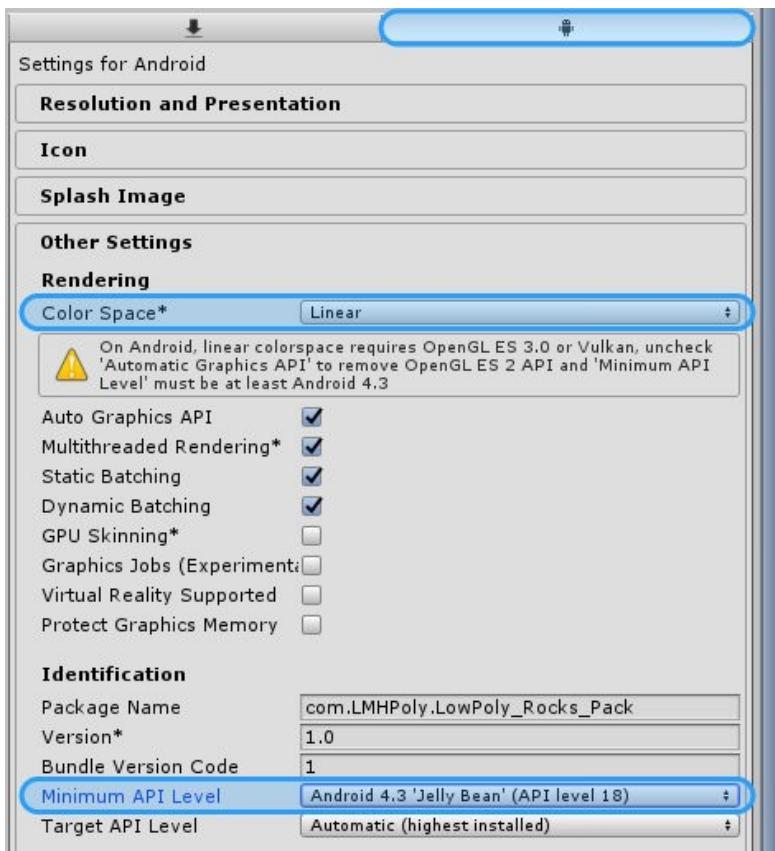


### 4. Make sure that **Color Space** is set to **Linear** (not all devices support it).

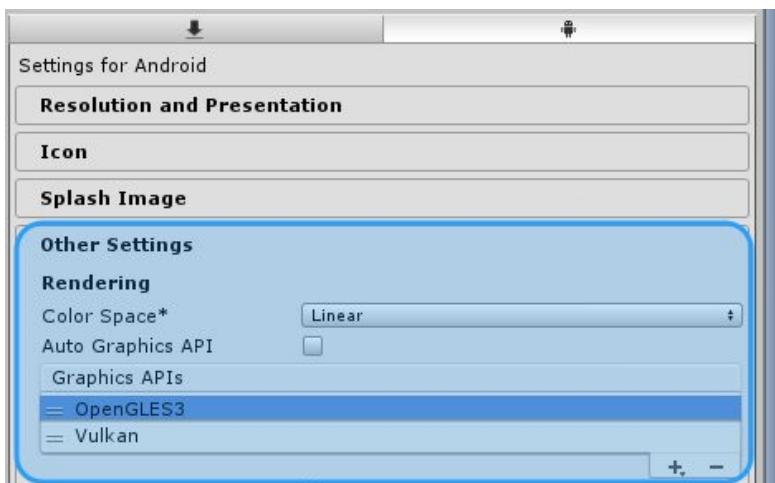
Go to *Edit > Project Settings > Player*

In the **Other Setting** tab, you will find **Color Space\***, set it to **Linear**.

To use **Linear** Color Space on Android, you need to set **Minimum API level** to at least **Android 4.3 (API level 18)** or higher!

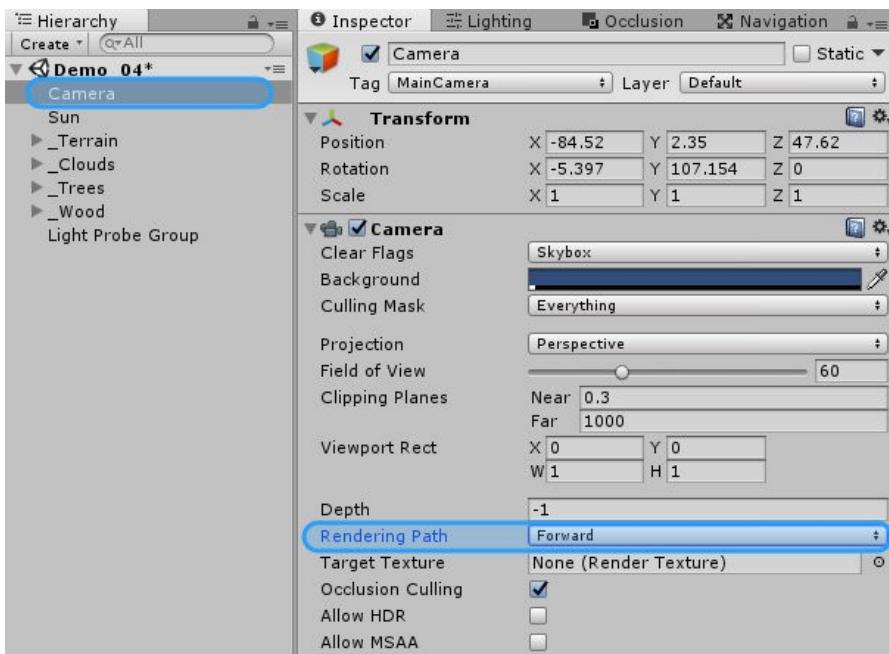


Also, uncheck **Auto Graphics API** and remove all Graphic APIs from the list, leave only **OpenGL ES3** and **Vulkan** (if you can't see it, press on **+** to add it). Make sure your Android device supports one of those graphic APIs!



5. Make sure that you are using **Forward Rendering**. (Use Forward Rendering instead of Deferred for better mobile performance).

Select the **Camera** and make sure that **Rendering Path** is set to **Forward**.

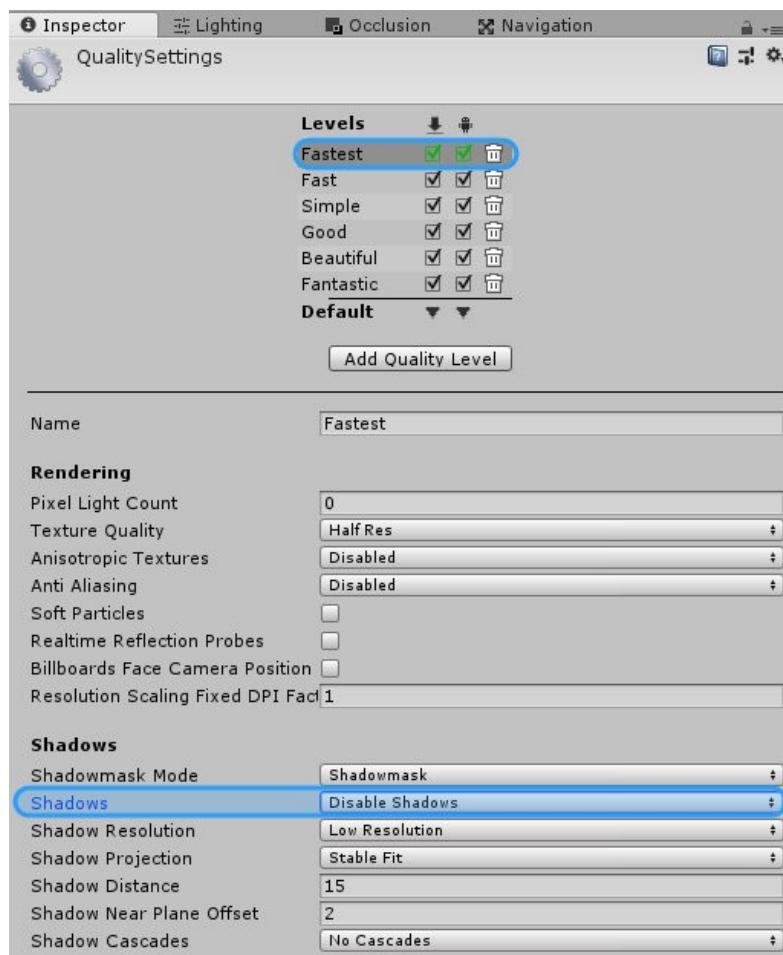


\*If you set **Rendering Path** to **Deferred**, the game might slow down a lot on mobile!

## 6. Disable Real-time Shadows (Optional – for much better performance).

Go to *Edit > Project Settings > Quality*

Select Android quality level, which is in **Green Color**, for me, it's **Fastest**. And set **Shadows** to **Disable Shadows**.



\*Realtime shadows are not recommended to use on mobile devices because they decrease the performance significantly. You should bake them instead. Or use them only on high-end devices.

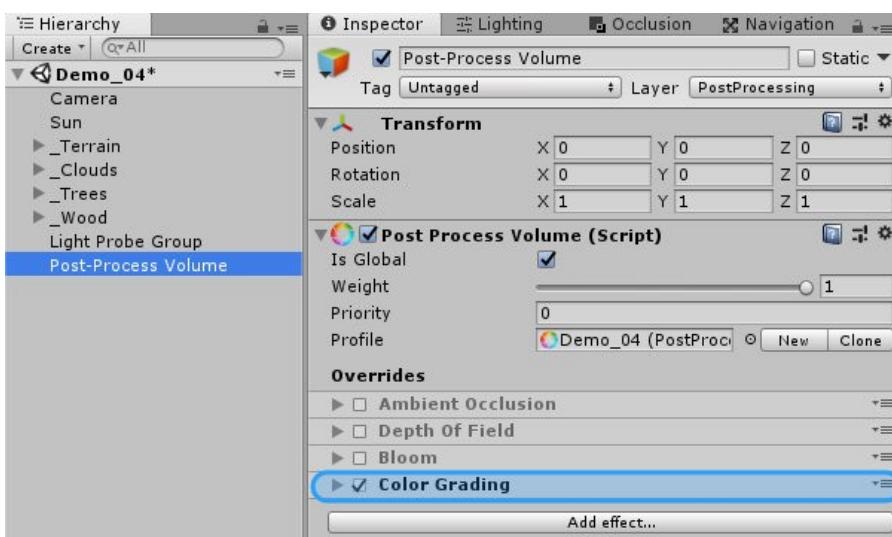
## 7. Import and enable **Post Processing** image effects (Optional – Big performance hit for mobile devices!).

Go to the part of the documentation: [Post-Processing in Unity 2019.4 LTS and up](#)

And follow those steps.

\*I highly recommend not to use Post-Processing effects on mobile devices because it's a huge hit to performance!

If you will use **Post-Processing** effects, use **Color Grading** only, and leave everything else disabled. It will look nice, and it will work great on high-end devices (Tested on Google Pixel 2 XL).



Now your **Demo\_04** scene should look like this (if you skipped all **Optional** steps, and with Realtime Shadows **Disabled**):



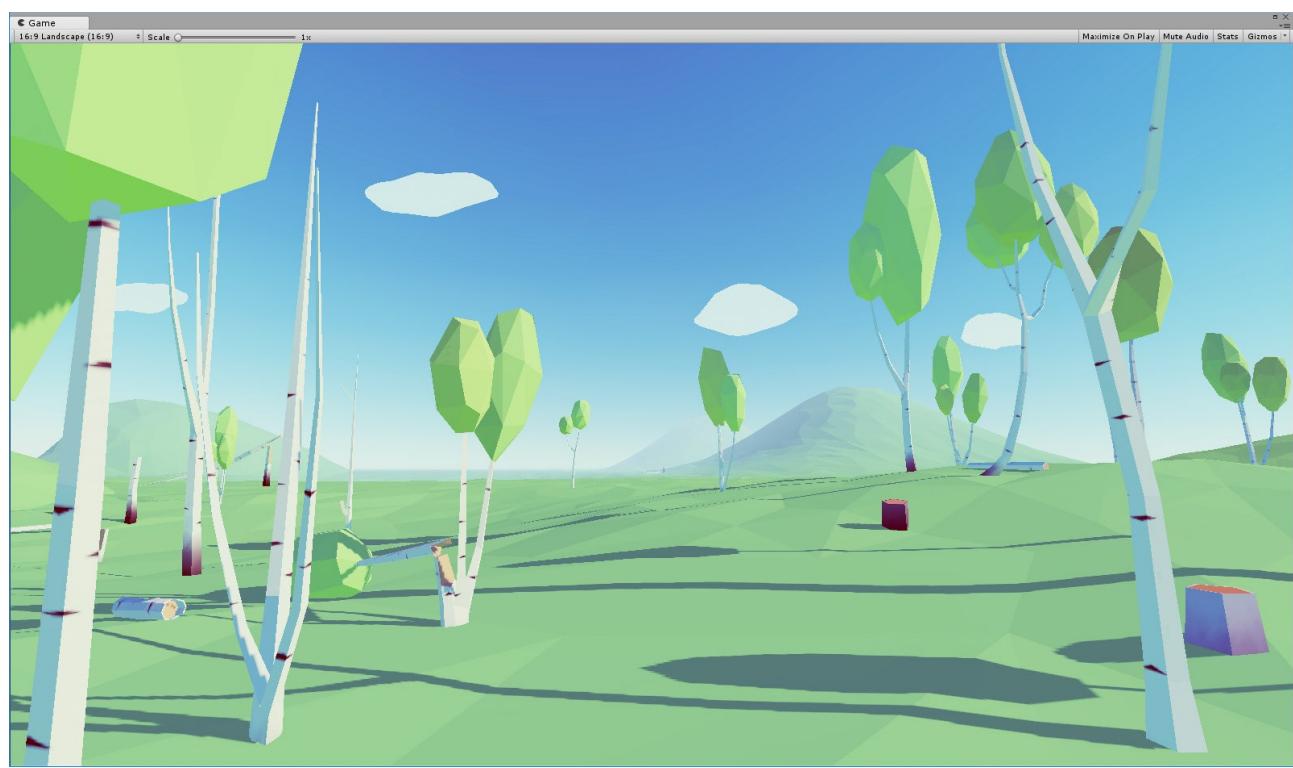
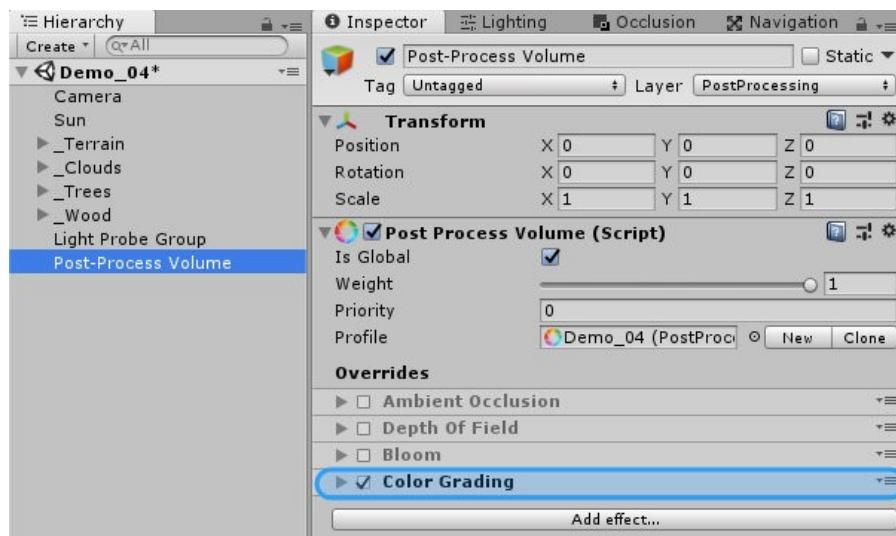
By using **Linear** lighting feature for **Android** and **iOS**, you can achieve much better results than using **Gamma** lighting!

All demo scenes including **Demo\_04** has been tested on old Xperia Z Ultra (runs at solid 60FPS): without Post Processing effects, using Realtime GI, Linear Color Space, Forward Rendering Path and Real-time Shadows disabled.

\*I don't have an **iOS** device, so I can't test it on that!

**Demo\_04** scene with the same settings + Post Processing (**Color Grading** enabled only) +

**Realtime Shadows:** medium resolution enabled:

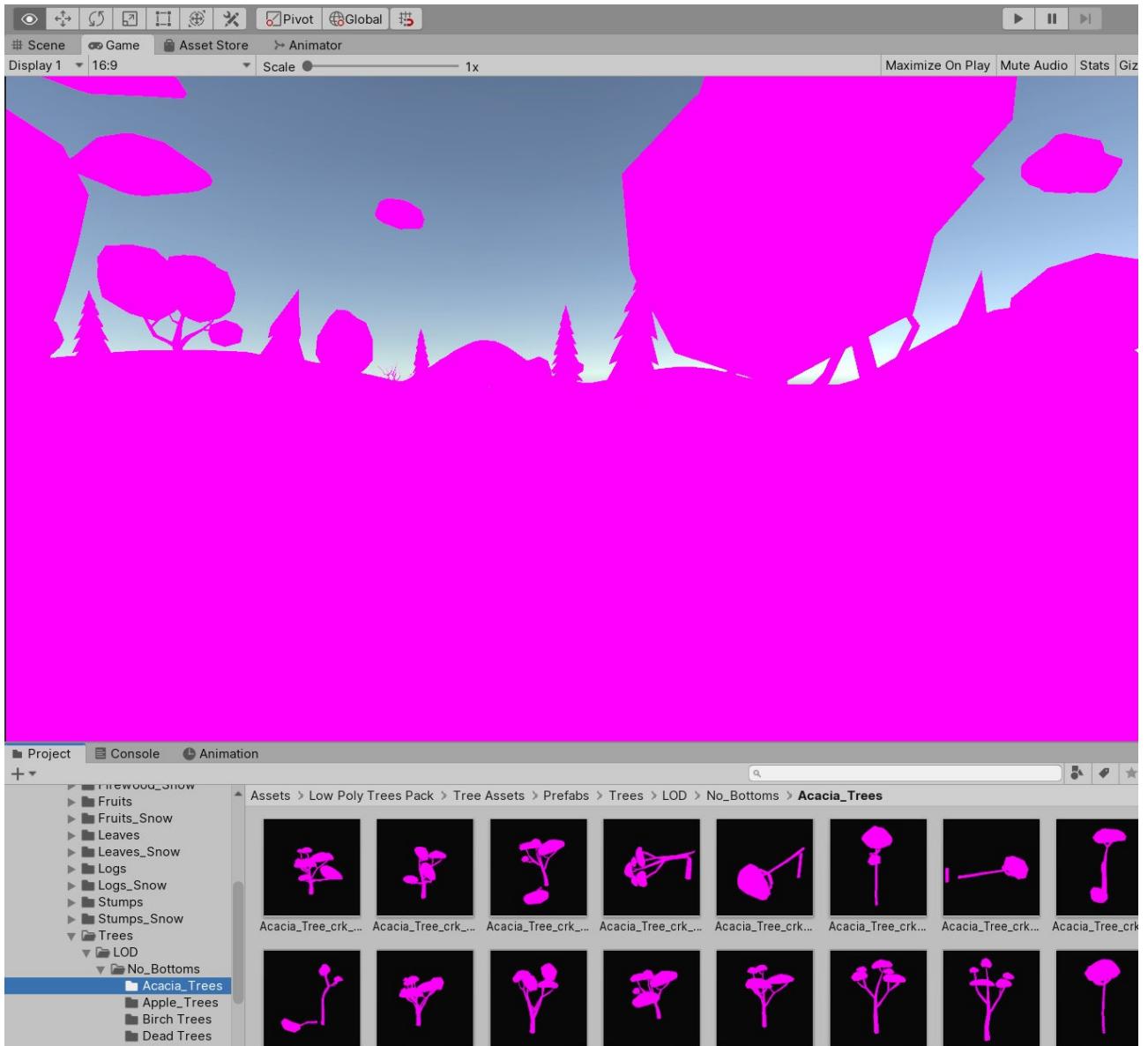


Tested on Google Pixel 2 XL – runs at solid 60fps. Xperia Z Ultra drops to ~26fps for using  
Realtime shadows and Color Grading.

# Unity (URP / Universal 3D)

## Fix Pink Materials

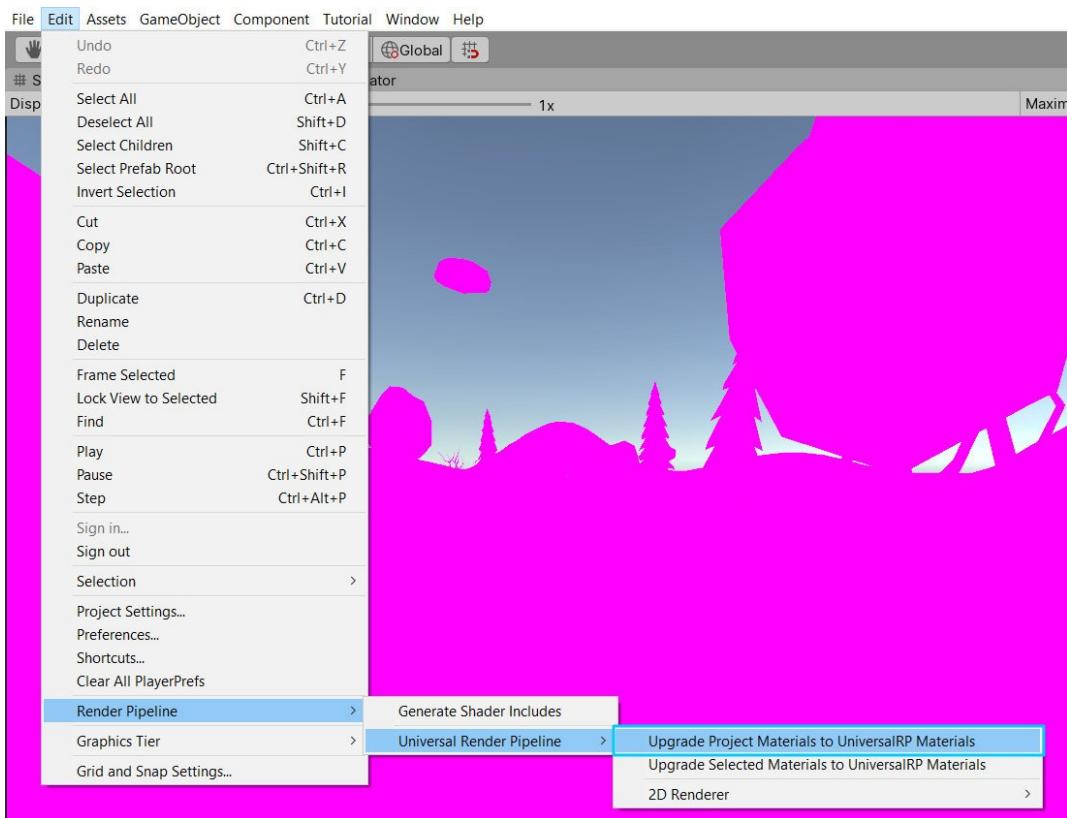
You might encounter pink textures/materials after importing **Low Poly Trees Pack** to your Unity project, which is using **Universal Render Pipeline (URP) / Universal 3D**.



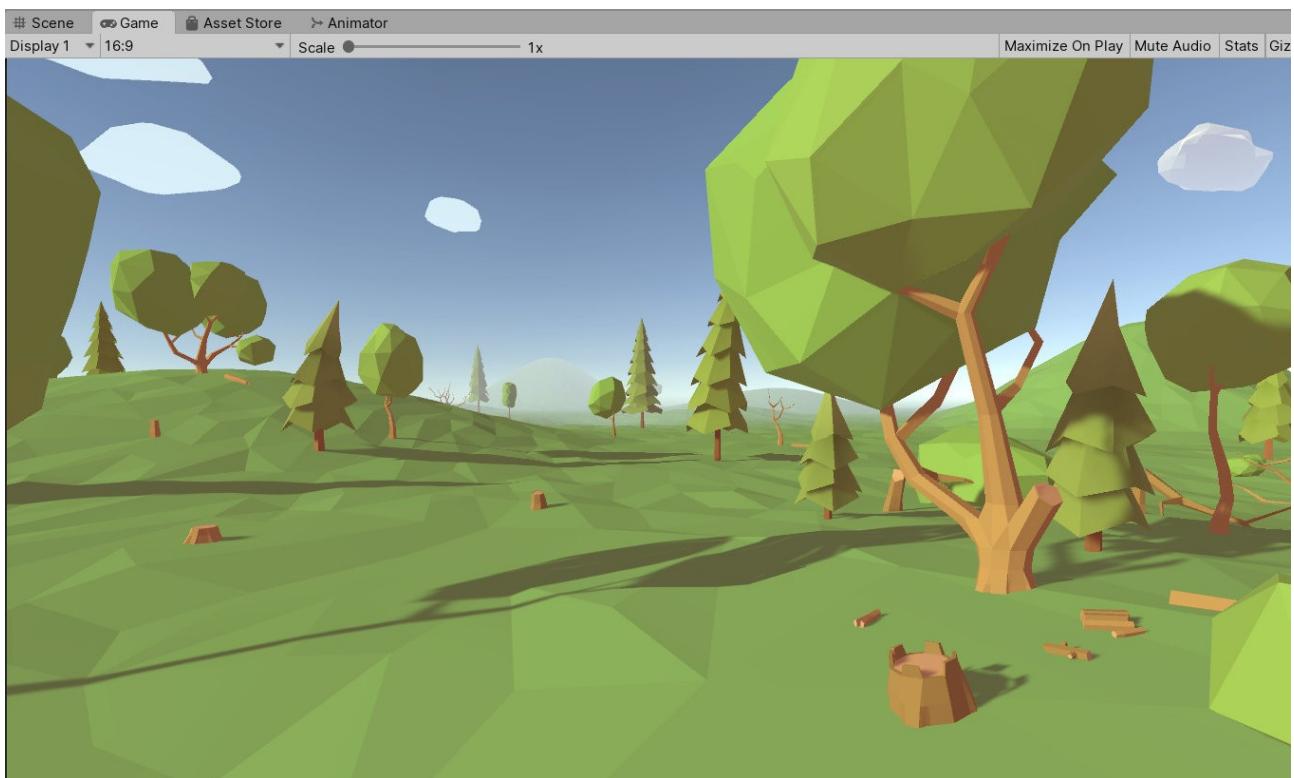
It's because all of **Low Poly Trees Pack** assets use material with a default **Standard Unity shader**. **URP / Universal 3D** use different materials and shaders. So we need to change all materials from **Standard shader** to **Universal Render Pipeline/Lit shader**.

For older versions of Unity, for example 2019.4

Go to *Edit > Render Pipeline > Universal Render Pipeline > Upgrade Project Materials to UniversalRP Materials*

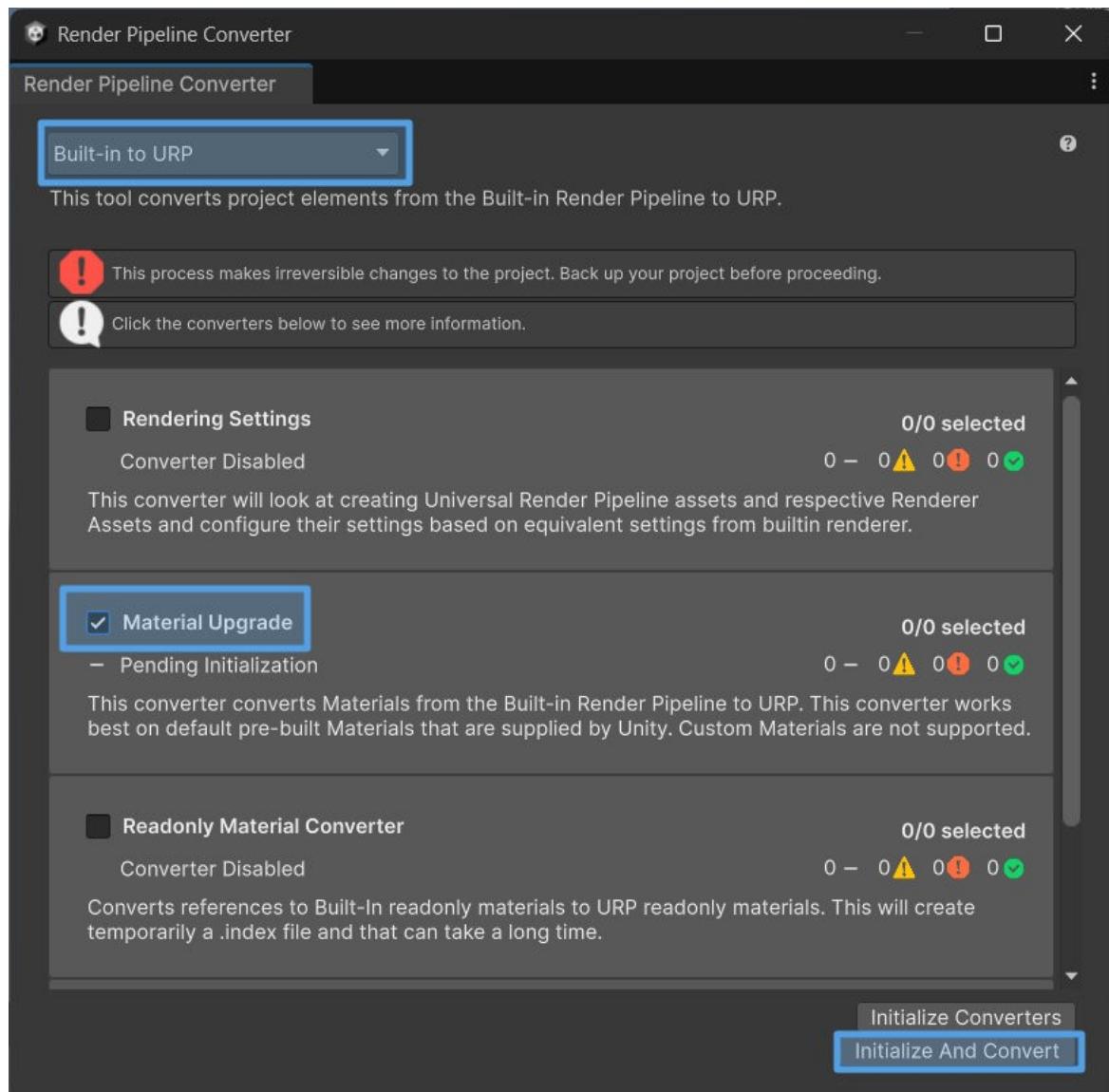


And it's done!



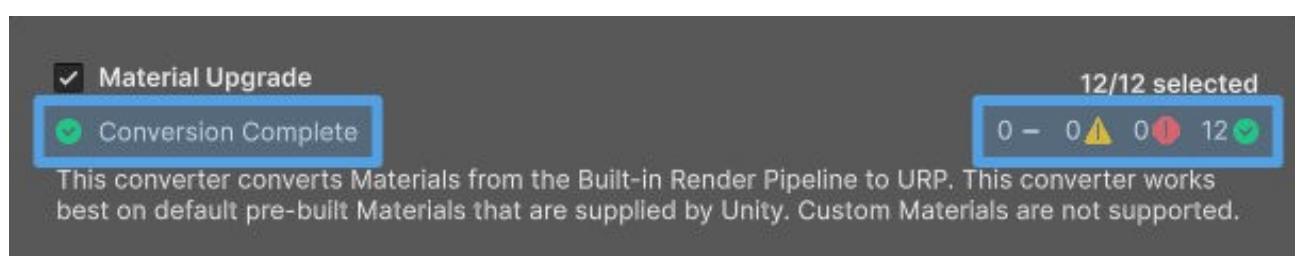
## For newer versions of Unity, for example Unity 2021 - Unity 6

Go to *Window > Rendering > Render Pipeline Converter*.



Make sure that the **Built-in to URP** is set. Enable **Material Upgrade** and press **Initialize And Convert**.

After it's completed you will see the message '**Conversion Completed.**'



If you get the message '**Conversion Completed with Errors.**'

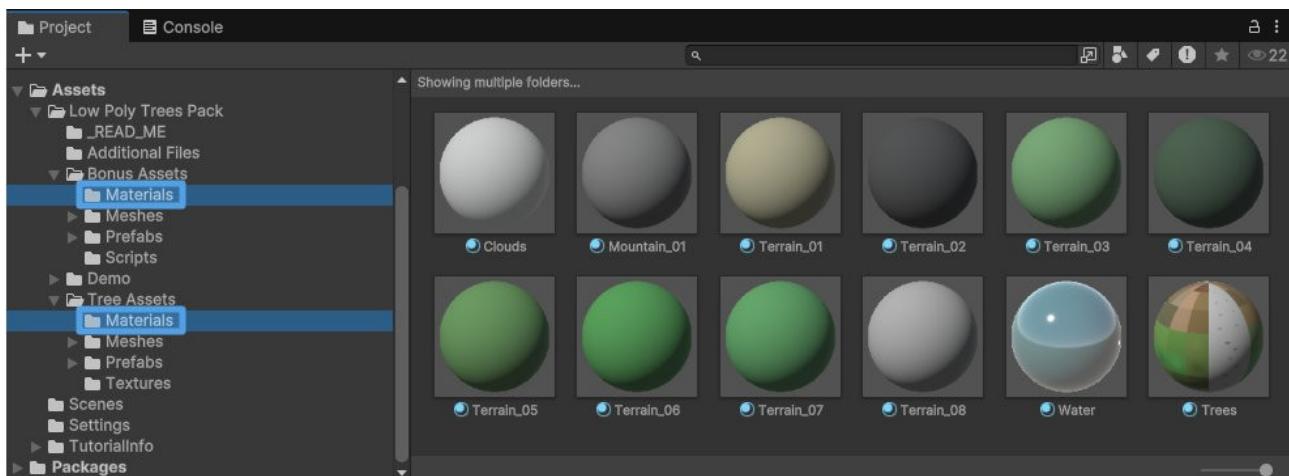
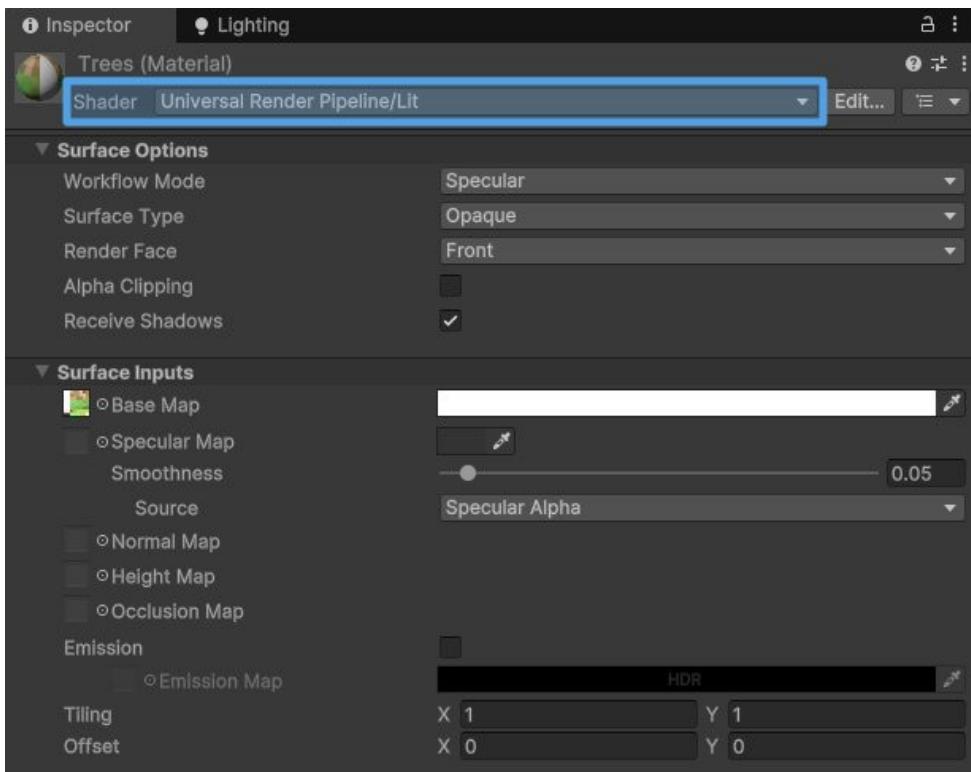
You can click on the **Material Upgrade** section to see which of the Materials were completed the conversions and which ones not.

The screenshot shows the 'Render Pipeline Converter' application window. In the top right corner, there are standard window controls (minimize, maximize, close) and a three-dot menu icon. Below the title bar, a dark header bar contains the text 'Render Pipeline Converter' and a back arrow labeled '< Back'. The main content area has a dark background with light-colored text and icons. At the top left of this area, there is a checked checkbox next to the text 'Material Upgrade'. To its right, the text '22/22 selected' is displayed. Below this, there is a red exclamation mark icon followed by the text 'Conversion Complete with Errors'. To the right of the error message, there are numerical counts: '0 - 0 ⚠️ 8 ! 14 ✓'. A descriptive note below the error message states: 'This converter converts Materials from the Built-in Render Pipeline to URP. This converter works best on default pre-built Materials that are supplied by Unity. Custom Materials are not supported.' On the left side of the main content area, there is a section titled 'ALL NONE' with a dropdown arrow icon. Below this, a list of materials is shown in two columns. The first column lists the material names, and the second column lists their asset paths and conversion status (indicated by green checkmarks or red exclamation marks). The materials listed are: Clouds, CPT\_Terrain\_01, Crystals, FireYellow, FireRed, Grid, Ground\_01, Ground\_02, Ground\_03, Ground\_04, Ground\_05, Mountain\_01, Mountain\_02, Rocks\_Moss, Rocks\_Snow, Skybox\_02, Skybox\_03, Skybox\_04, Skybox\_07, Skybox\_08, Smoke, and Water.

Material Name	Asset Path	Status
Clouds	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/Clouds	✓
CPT_Terrain_01	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/CPT_Terrain_01	✓
Crystals	Assets/Low Poly Rocks Pack/Rock Assets/Materials/Crystals	✓
FireYellow	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/FireYellow	!
FireRed	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/FireRed	!
Grid	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/Grid	✓
Ground_01	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/Ground_01	✓
Ground_02	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/Ground_02	✓
Ground_03	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/Ground_03	✓
Ground_04	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/Ground_04	✓
Ground_05	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/Ground_05	✓
Mountain_01	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/Mountain_01	✓
Mountain_02	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/Mountain_02	✓
Rocks_Moss	Assets/Low Poly Rocks Pack/Rock Assets/Materials/Rocks_Moss	✓
Rocks_Snow	Assets/Low Poly Rocks Pack/Rock Assets/Materials/Rocks_Snow	✓
Skybox_02	Assets/Low Poly Rocks Pack/Demo/Demo_Scenes/Skybox_02	!
Skybox_03	Assets/Low Poly Rocks Pack/Demo/Demo_Scenes/Skybox_03	!
Skybox_04	Assets/Low Poly Rocks Pack/Demo/Demo_Scenes/Skybox_04	!
Skybox_07	Assets/Low Poly Rocks Pack/Demo/Demo_Scenes/Skybox_07	!
Skybox_08	Assets/Low Poly Rocks Pack/Demo/Demo_Scenes/Skybox_08	!
Smoke	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/Smoke	!
Water	Assets/Low Poly Rocks Pack/Bonus Assets/Materials/Water	✓

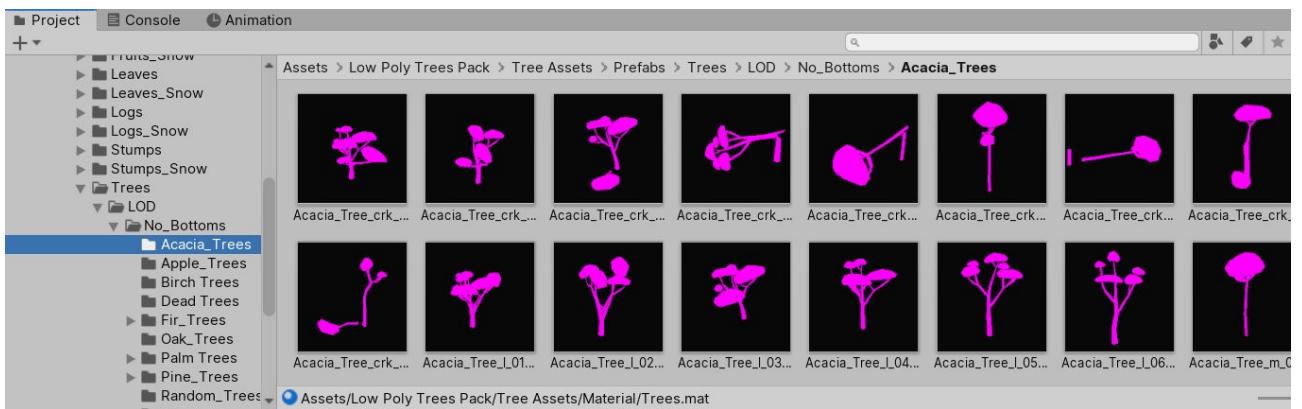
*Image example of „Low Poly Rocks Pack”. The Materials that were not converted (showing conversion errors) were already working on URP/Universal 3D without any problems because they didn't need to be converted.*

All of the Materials that used **Standard Unity shader** (Pink Materials) were converted to the **Universal Render Pipeline/Lit** shader.

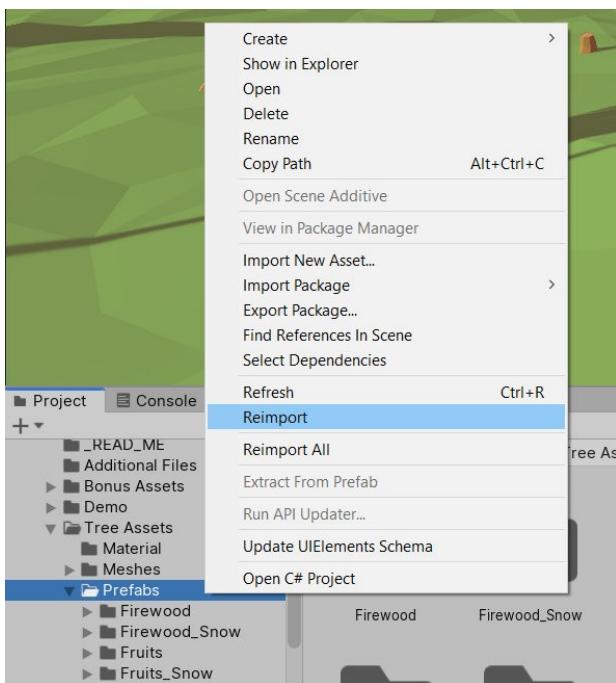


\*You can do it manually by selecting **Material** and changing the **Shader** but it's much slower.

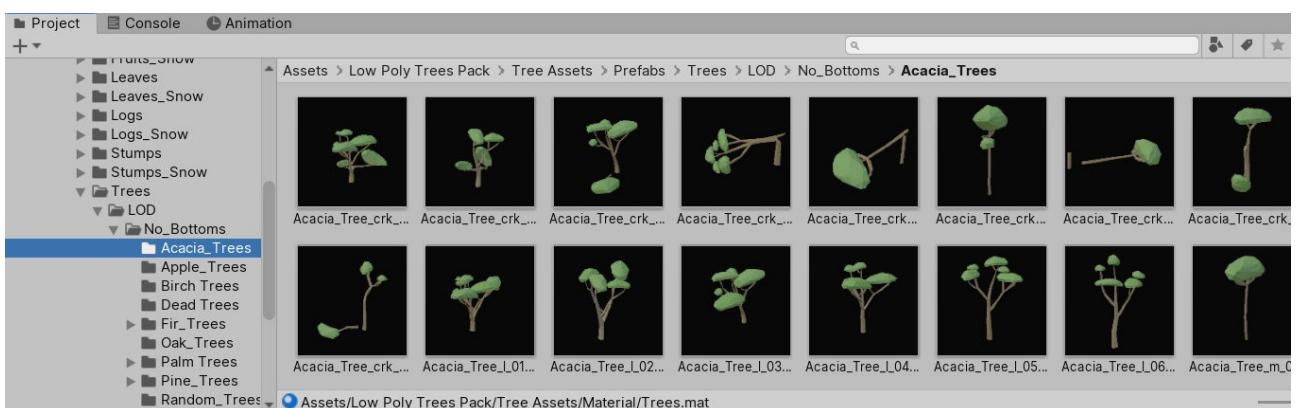
Now if you go to *Low Poly Trees Pack/Tree Assets/Prefabs/Trees/LOD/No\_Bottoms/Acacia\_Trees* - or inside any other trees folder. You might see all of the prefabs in **Pink** color even after converting materials.



To fix that - press **RMouse** on the „**Prefabs**“ folder and select **Reimport**.



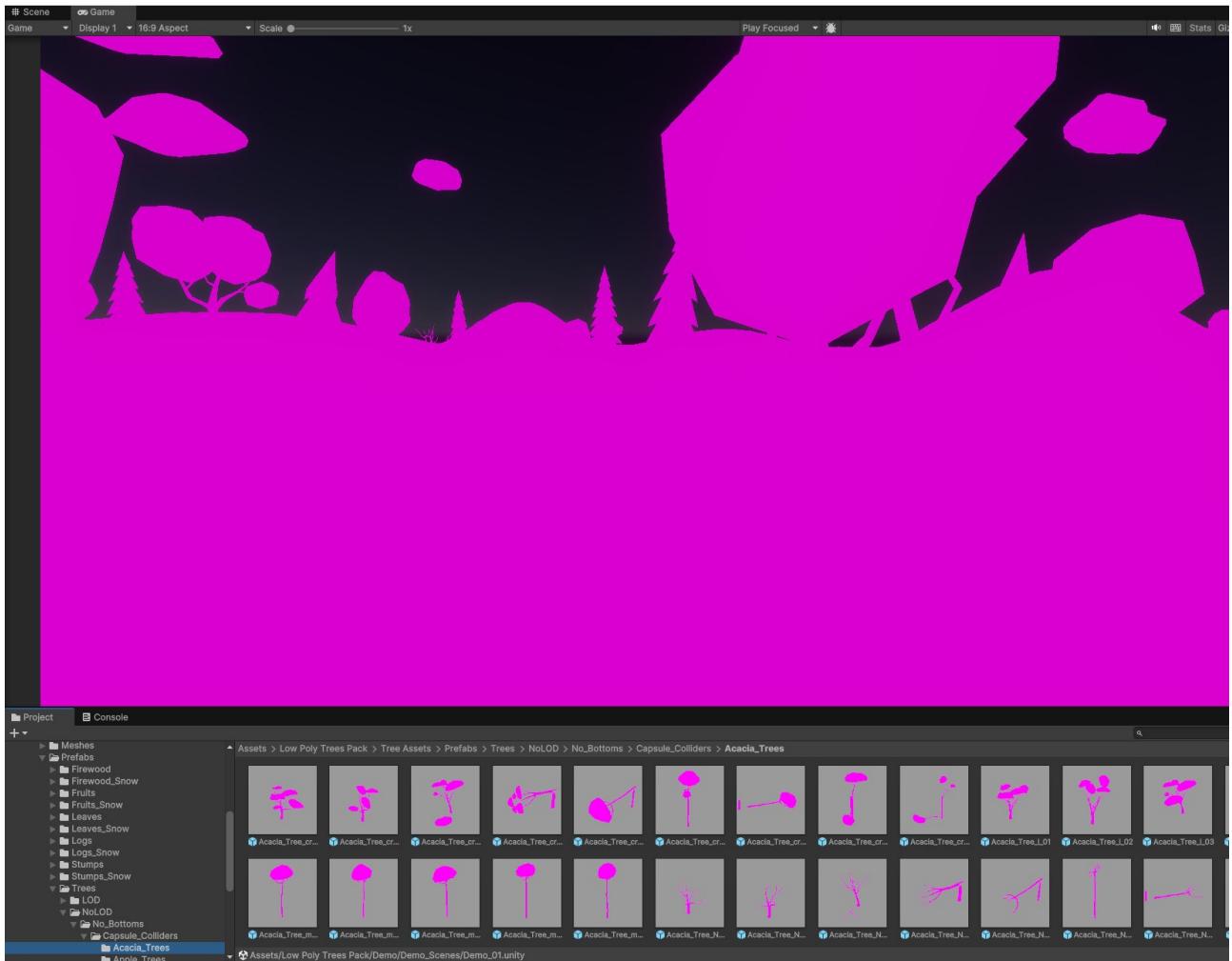
And it's fixed!



# Unity HDRP (High Definition 3D)

## Fix Pink Materials

You might encounter pink textures/materials after importing **Low Poly Trees Pack** to your Unity **High Definition Render Pipeline (HDRP / High Definition 3D)** project.

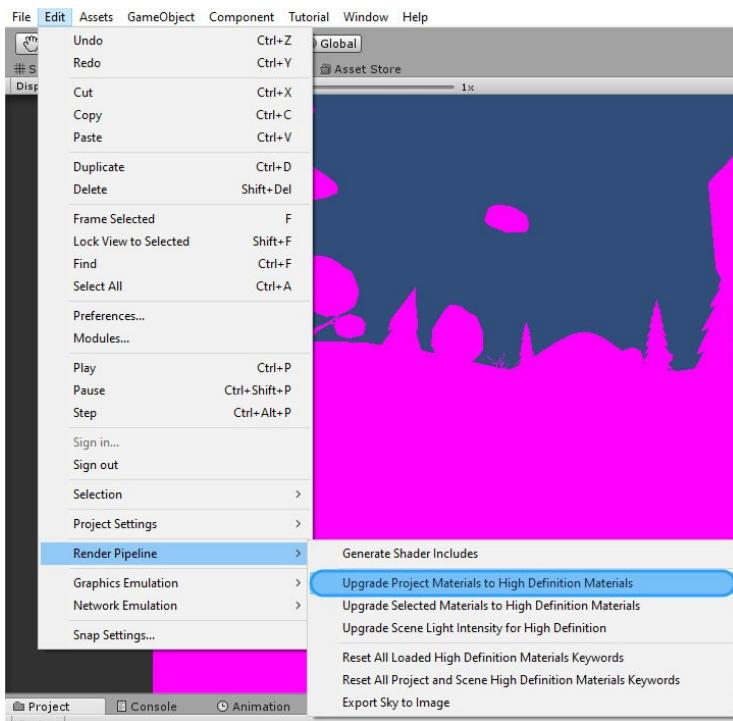


All of the **Low Poly Trees Pack** assets use materials with a default **Standard Unity Shader**.

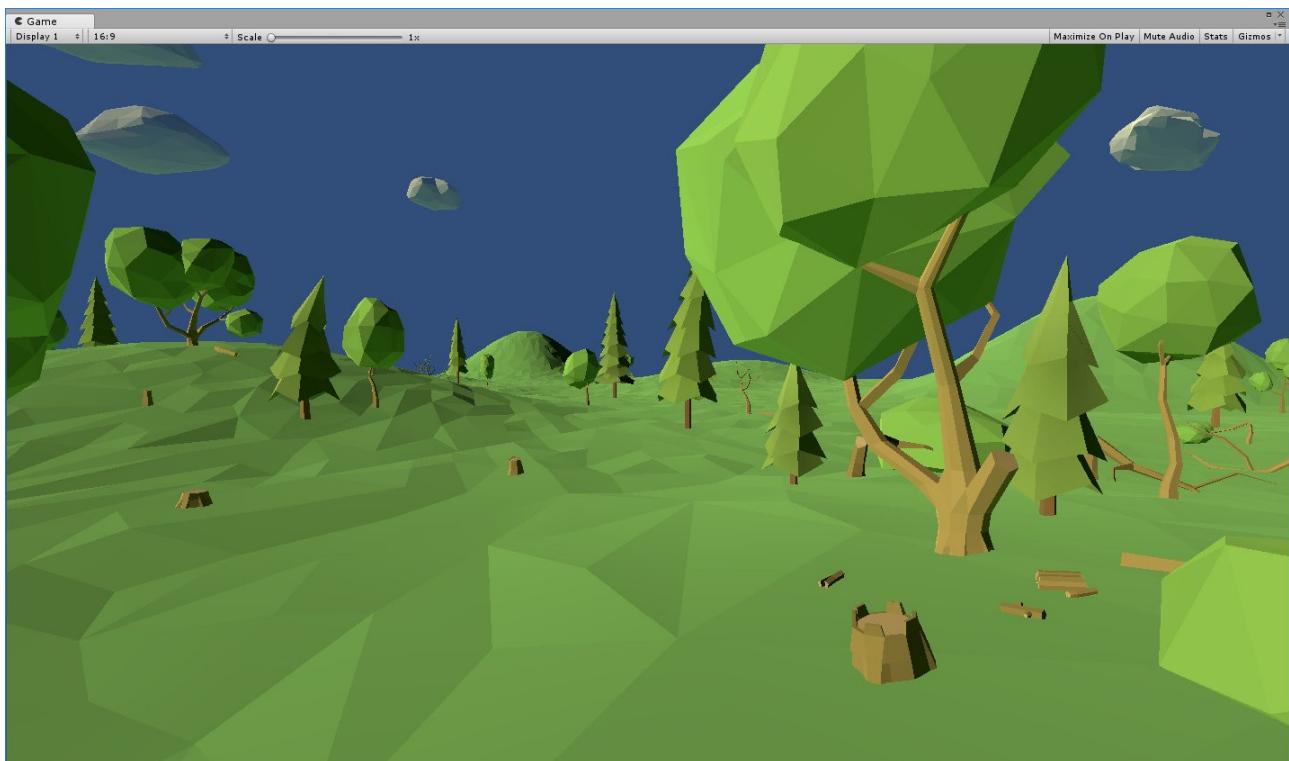
But **HDRP / High Definition 3D** uses different materials and shaders, so we need to change all materials from **Standard shader** to **HDRP/Lit shader**.

For older versions of Unity, for example 2019.4

Go to *Edit > Render Pipeline > Upgrade Project Materials to High Definition Materials*



And it's done!



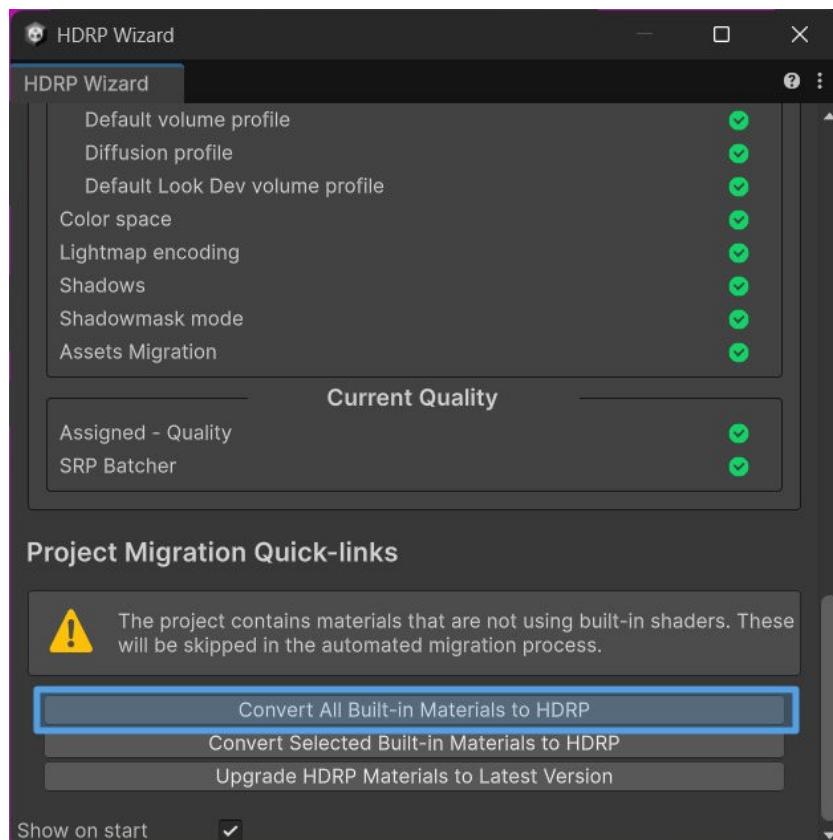
For newer versions of Unity, for example Unity 2021 - Unity 6

Go to *Edit > Rendering > Materials > Convert All Built-In Materials to HDRP.*

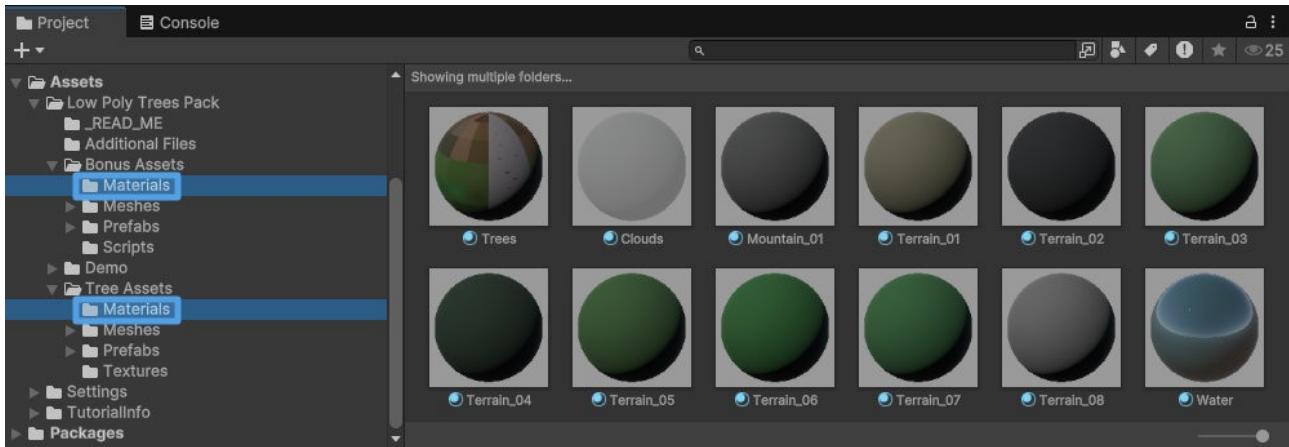
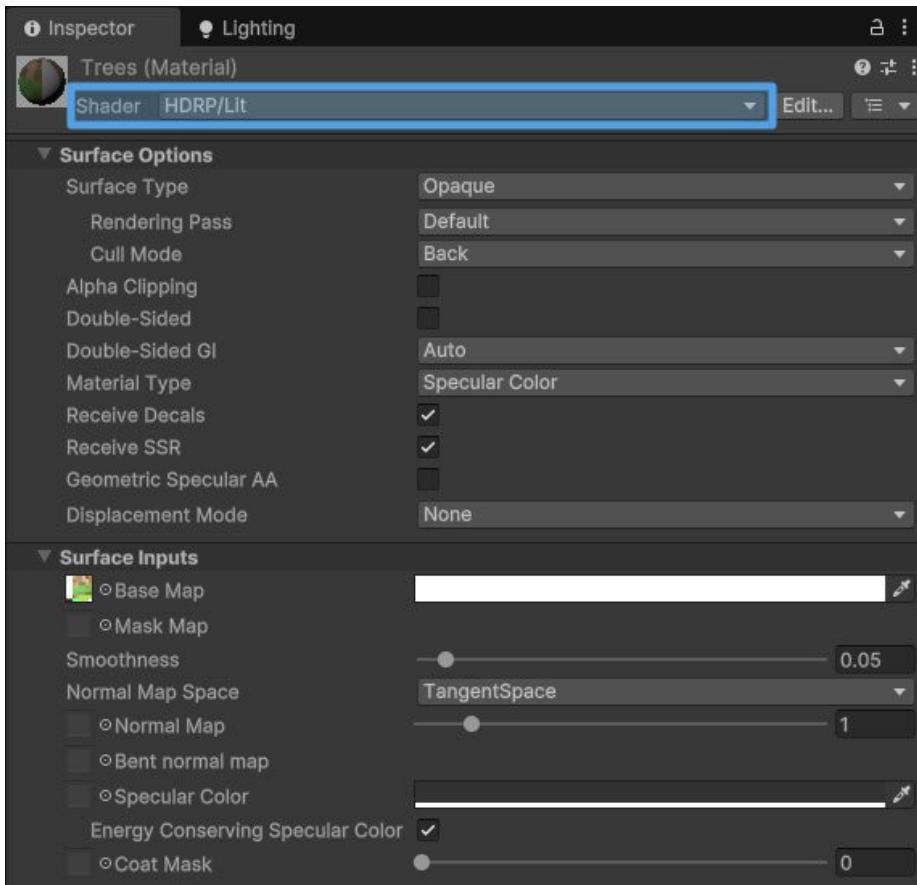
Or

Go to *Window > Rendering > HDRP Wizard.*

Scroll to the bottom and press **Convert All Built-In Materials to HDRP.**

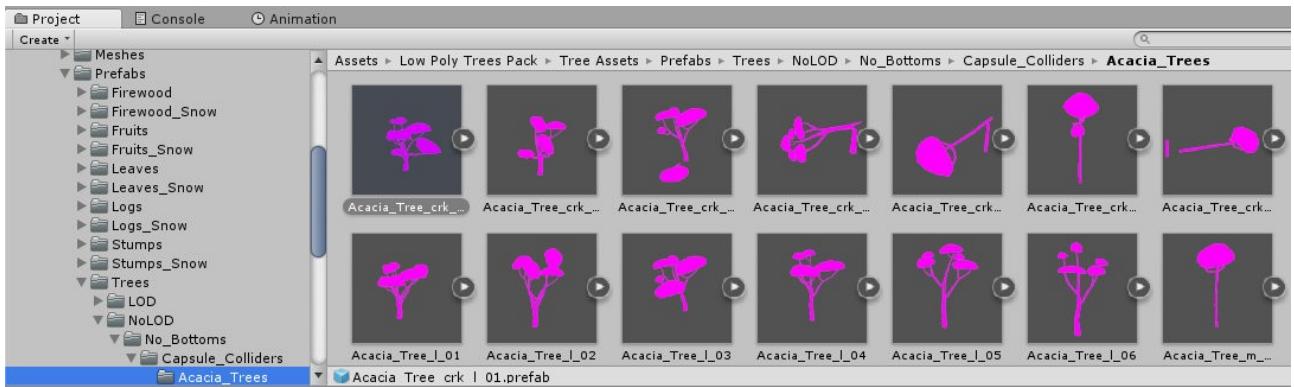


All of the Materials that used **Standard Unity shader** (Pink Materials) were converted to the **HDRP/Lit.**

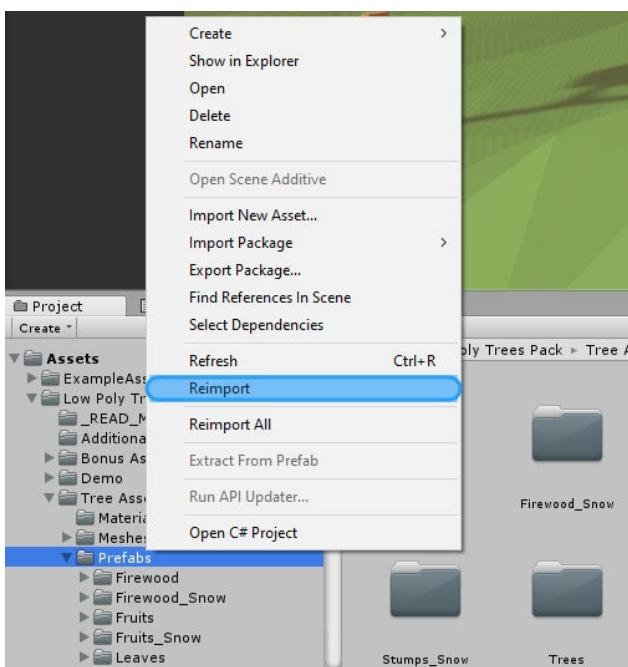


\*You can also do a conversion manually by selecting the **Material** and changing the **Shader**, but it's much slower.

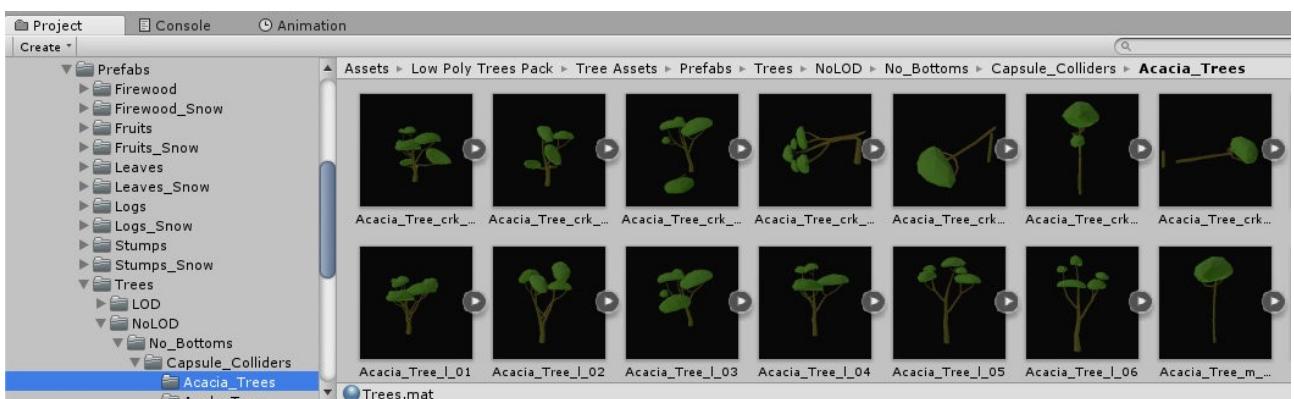
Now if you go to *Low Poly Trees Pack/Tree Assets/Prefabs/Trees/NoLOD/No\_Bottoms/Capsule\_Colliders/Acacia\_Trees* - or inside any other trees folder. You might see all of the prefabs in **Pink** color.



If that's the case, to fix that - press **Right Mouse Button** on **Prefabs** folder and select **Reimport**.

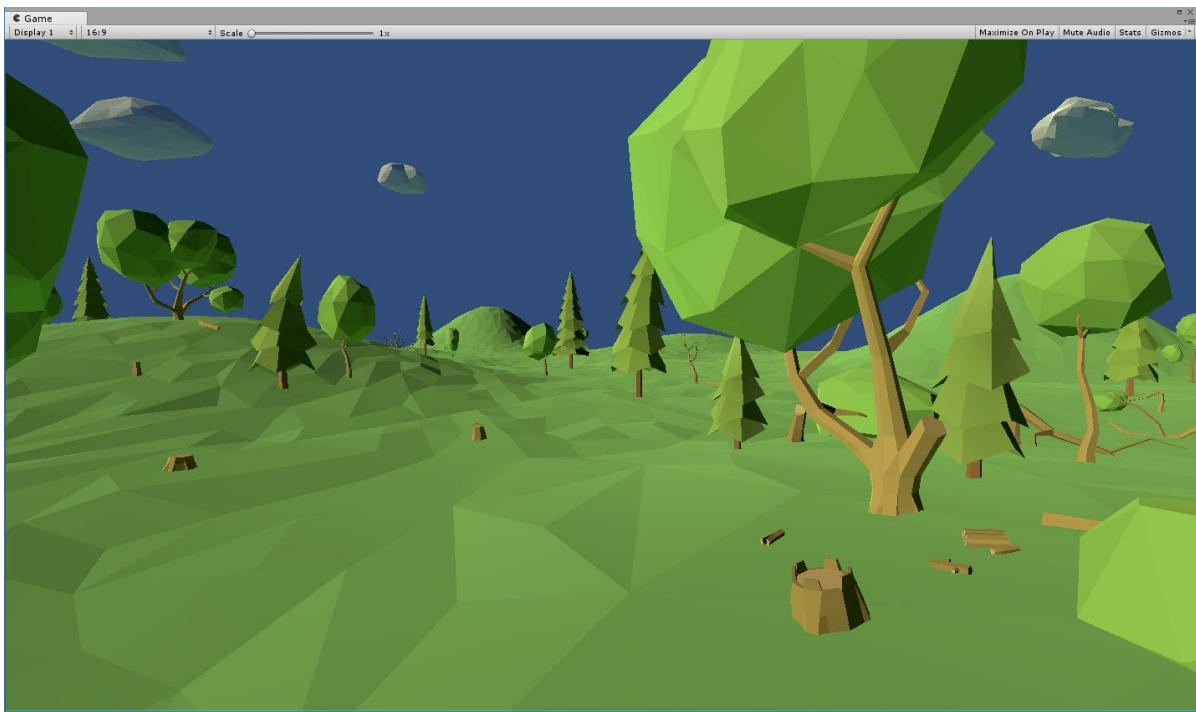


And it's fixed!



## Fix Dark Lighting in HDRP / High Definition 3D

If the demo scenes look dark, without any lighting like this:



Unity 2019.4 example in the image above.

**Demo\_01** example, located at *Low Poly Trees Pack/Demo/Demo\_Scenes*

Try selecting the **Directional Light (Sun)** in the **Hierarchy** (disable it and enable again) to update the lighting in the scene.

If your scene is lit but it has black shadows and the dark skybox like this:



*Unity 6 example in the image above.*

You need to add **Scene Settings / Sky and Fog Global Volume** to the scene.

#### **In older versions of Unity, for example Unity 2019.4**

Go to *GameObject > Rendering > Scene Settings*.

#### **In the newer versions of Unity, for example Unity 6**

Go to *GameObject > Volume > Sky and Fog Global Volume*.

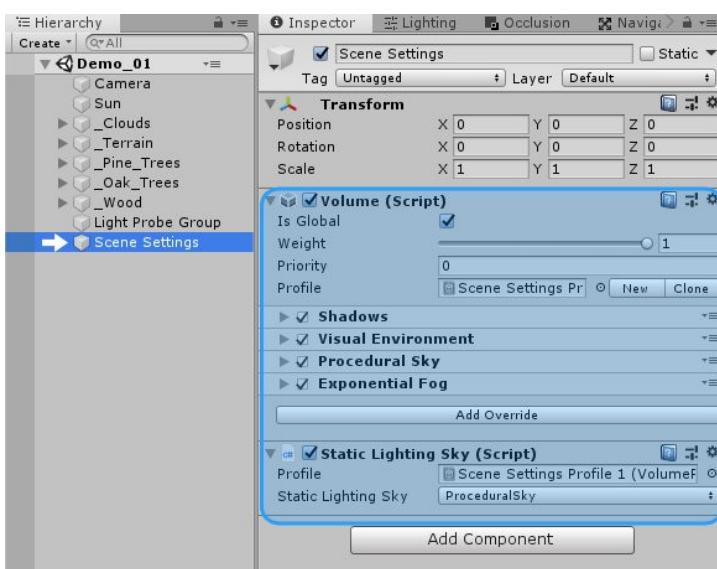
Also, select the **Directional Light** in the **Hierarchy**, and inside the **Shadows** section, change **Resolution** to **High** to make it look much better if it looks strange, like in the image above.

And you will see that the **Skybox** is applied to the scene right away + High resolution shadows.

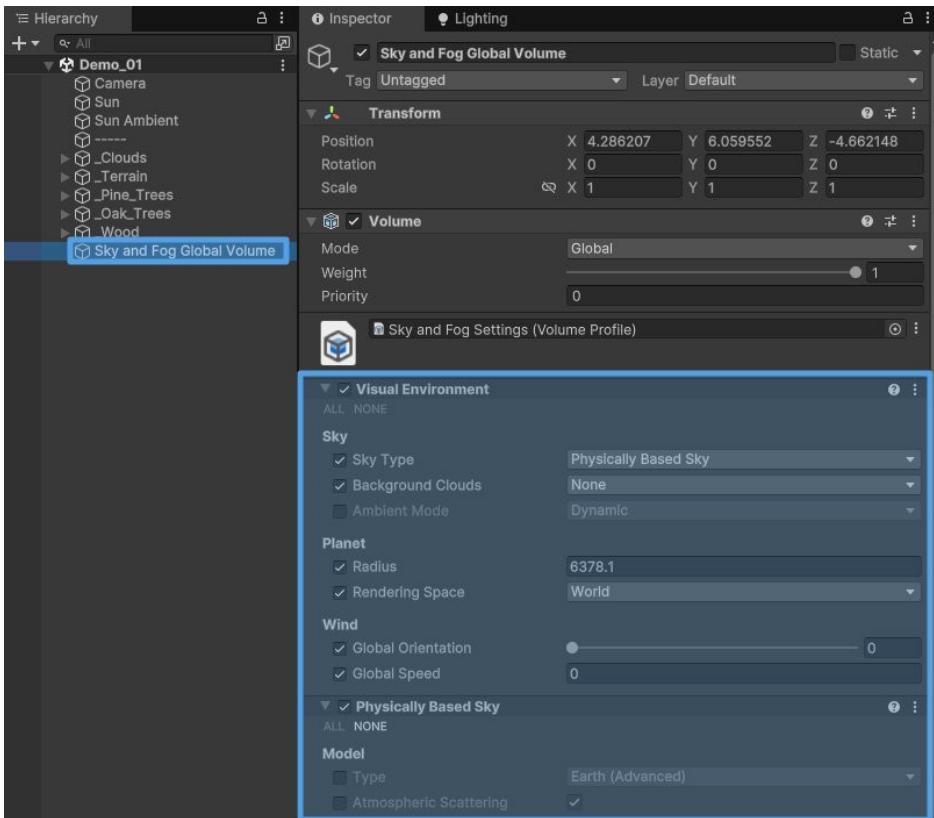


It could still look a bit dark and different compared it to how it would look in Built-In Render Pipeline or URP.

With the **Scene Settings / Sky and Fog Global Volume** selected, you can change a bunch of scene settings like (Shadows, Skybox, Fog, and much more).



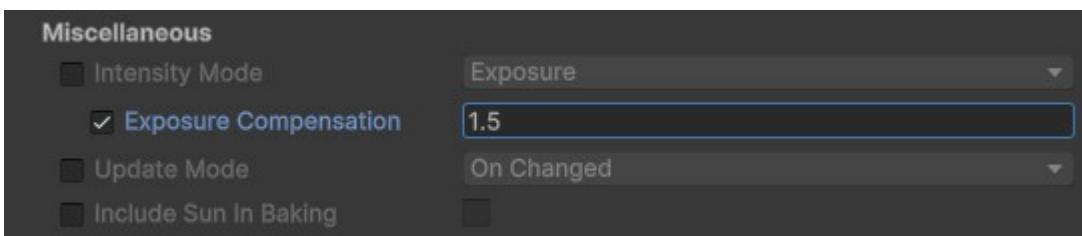
*Unity 2019.4 example*



*Unity 6 example*

You need to play a bit with all of those settings to achieve similar results which you can get by default using Unity without HDRP.

For example, to make the scene lighter, you can change the **Exposure Compensation** to something like **1.5**.



Now, the scene looks brighter:



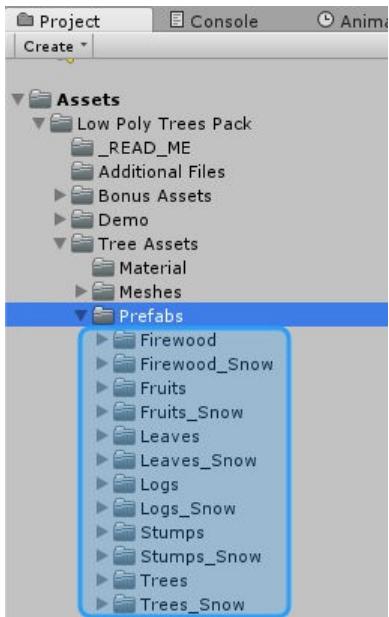
If it's too bright, try to select the '**Sun Ambient**' in the scene **Hierarchy**, and decrease the Emission **Intensity** a bit. Now, it looks a little better, not too overexposed.



# How to use “Low Poly Trees Pack”

Go to *Low Poly Trees Pack/Tree Assets/Prefabs*

Choose which **Prefab** type you want to import to your scene, with or without the Snow.



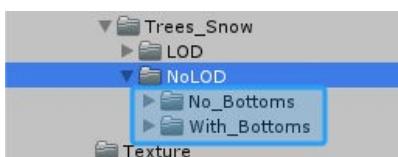
Let's say you want Trees with Snow on them. Open folder **Trees\_Snow**. Inside, you will see 2 folders **LOD** and **NoLOD**.



- **LOD** – Trees with LODs (all prefabs has 3 levels of LOD (LOD0, LOD1, LOD2)).
- **NoLOD** – Trees without LODs.

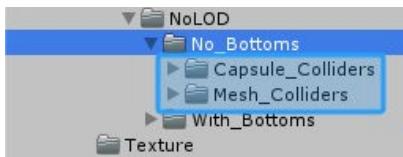
\*I highly recommend, to use LOD prefabs for Unity Terrain, or just for big worlds in general!

Next, open **NoLOD** folder. Inside you will see 2 folders **No\_Bottoms** and **With\_Bottoms**.



<b>No_Bottoms</b> – Tree meshes don't have faces at the bottom.	<b>With_Bottoms</b> - Tree meshes have faces at the bottom.
	

Let's open **No\_Bottoms**. Here you will see 2 types of **Colliders**.



#### Choose Collider type:

- **Capsule Colliders** – Prefabs use Capsule Colliders for Unity Terrain support (you can paint Prefabs on the Terrain).
- **Mesh Colliders** – Prefabs use accurate Mesh Colliders (you can use Prefabs by placing with your mouse manually or using **Polybrush** to paint them on any mesh).

\*By using **Capsule Colliders**, you can achieve better performance than using **Mesh Colliders**!

Let's say that you want to place Prefabs by hand (or using Polybrush) and have more accurate Colliders - open folder **Mesh\_Colliders**. Select which Tree type you want to import to your scene. For example, open folder **Acacia\_Trees** select and drag **Prefab** to your scene. That's it.

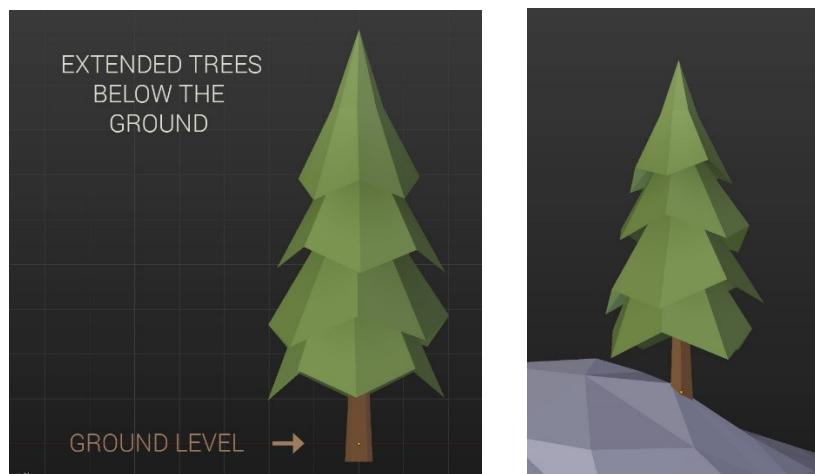
Same for **Bonus Assets**.

Go to *Low Poly Trees Pack/Bonus Assets/Prefabs*

Select what you want and drag it to the scene.

Every model pivot is at the center bottom of the model, so you can quickly drop it on the ground, scale and rotate.

\*After **Low Poly Trees Pack v1.1/1.2 Updates** – all tree/stump bottoms were extended down below the ground level, so you can easily place trees on the uneven ground / mountains!



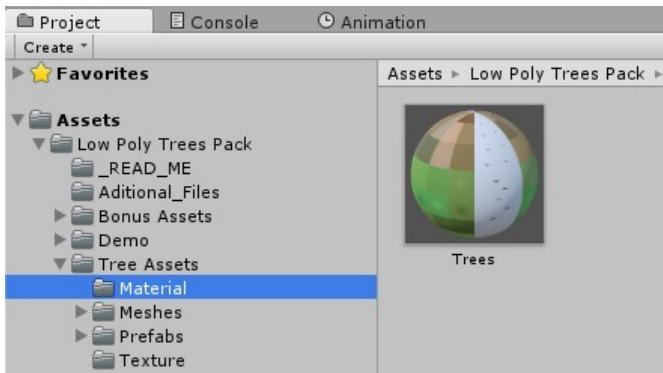
\*Use **Pivot** and **Global** settings for the best experience!

You can change it by tapping on the **buttons**, which are near Move, Scale tools.



# How to Change Prefabs Color / Texture

Go to *Low Poly Trees Pack/Tree Assets/Material* - here, you will find 1 material.

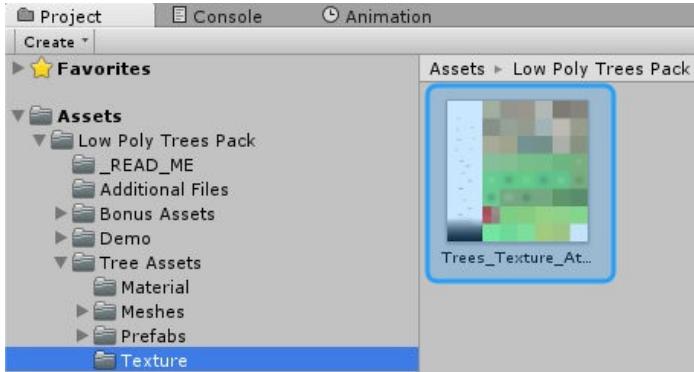


Material **Trees** is used for all **Tree Assets**: (Trees, Trees\_Snow, Firewood, Firewood\_Snow, Fruits, Fruits\_Snow, Leaves, Leaves\_Snow, Logs, Logs\_Snow, Stumps, Stumps\_Snow).

## Change Tree Prefab Color

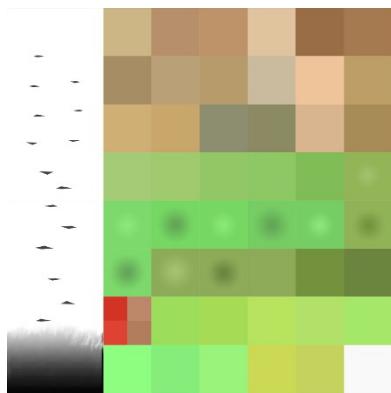
**Trees** Material use **1 Texture Atlas**. So, we need to change colors for that texture to change Tree Prefab colors.

Go to *Low Poly Trees Pack/Tree Assets/Texture*

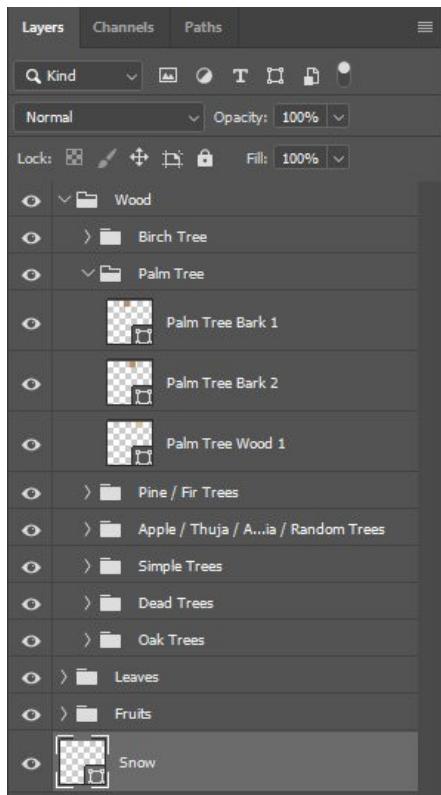


And open **Trees\_Texture\_Atlas.png** inside Photoshop, Gimp, Affinity or any other image editing software. Every color square used for one random Tree asset.

For example, all **Brown** squares are used for **Wood**, and **Green** used for **Leaves**. **White** square at the right bottom corner is used for **Snow**.

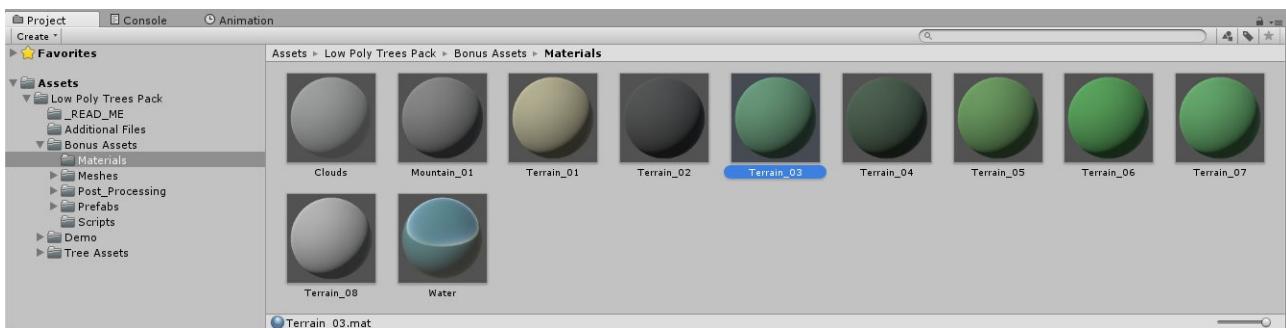


I also included **.psd** & **.afdesign** files of this texture inside *Low Poly Trees Pack > Additional\_Files* folder. Extract **Trees\_Texture\_Atlas.7z** file (using 7zip or winrar) and open **.psd** inside **Photoshop, Gimp, Affinity Designer, etc.** Or open **.afdesign** if you are using Affinity Designer or Affinity Photo. This way, you can see which colors are for which Tree assets by looking into **Layer Names**, and edit those colors easily.

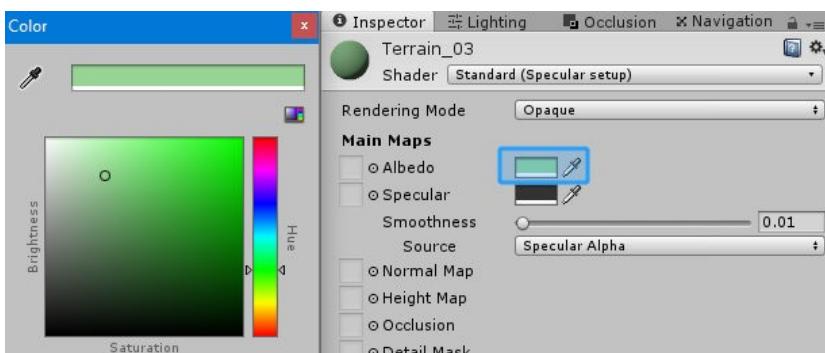


## Change Bonus Assets Color

To change colors for Bonus Assets (Clouds, Hills, Mountains, Terrain, and Water), go to *Low Poly Trees Pack/Bonus Assets/Materials*.

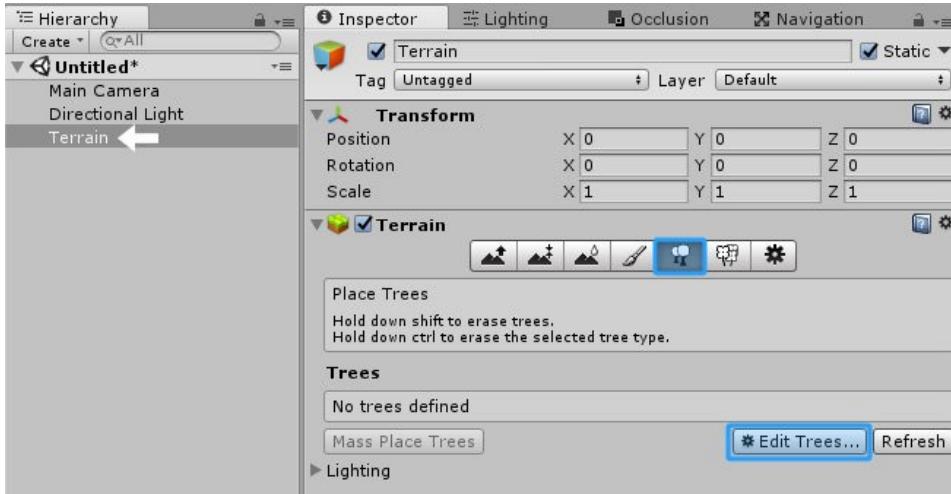


Select the **Material** you want to edit and in the **Inspector** change **Albedo Color**.

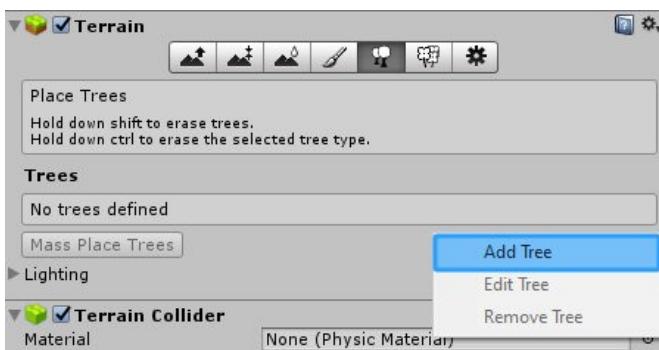


# How to Paint Tree Prefabs on Unity Terrain

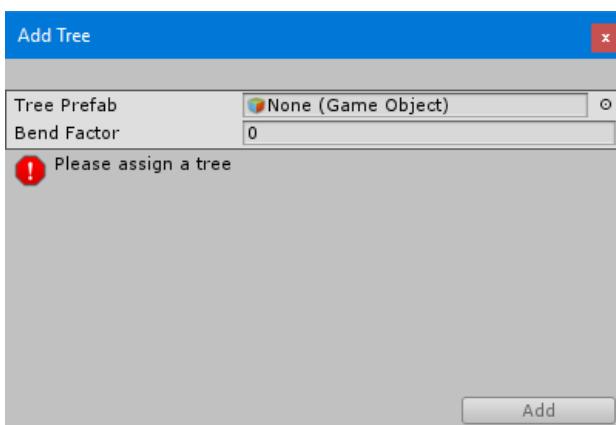
Select your Unity Terrain and go to **Place Trees** tab. Click on **Edit Trees...**



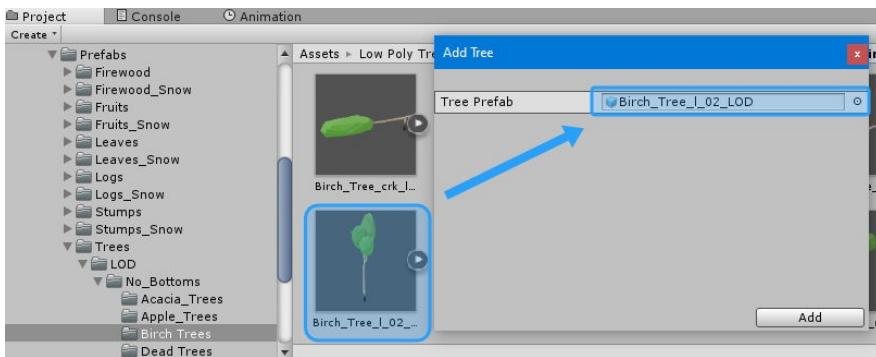
...and press on **Add Tree**



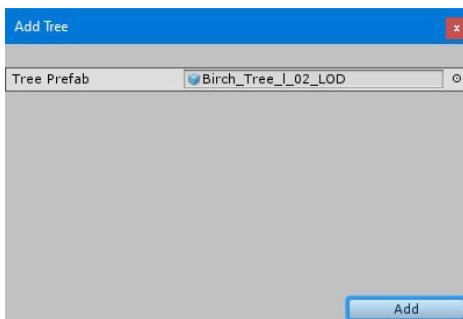
You should see a popup window **Add Tree**



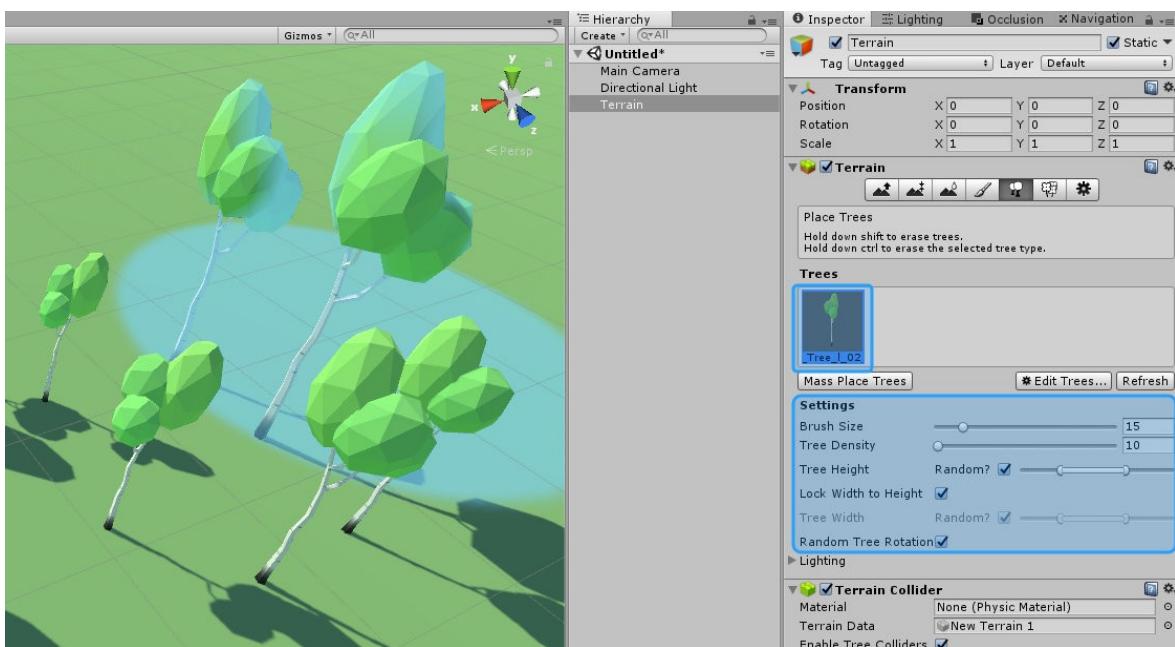
Go to *Low Poly Trees Pack/Tree Assets/Prefabs/Trees/LOD/No\_Bottoms* - and select any Tree Type you want to use (I used **Birch\_Tree**), drag and drop Prefab to **Tree Prefab** tab:



Press **Add**



That's it! Select **Tree Prefab**, change **Settings**, and paint.



\*Make sure to use prefabs with **Capsule Colliders** (LOD Trees use only Capsule Colliders).

Mesh colliders are not supported by Unity Terrain.

**\*LOD** Prefabs support **Random Rotation** in Unity Terrain Editor!

# How to Paint Tree Prefabs on Mesh Terrain Using Polybrush

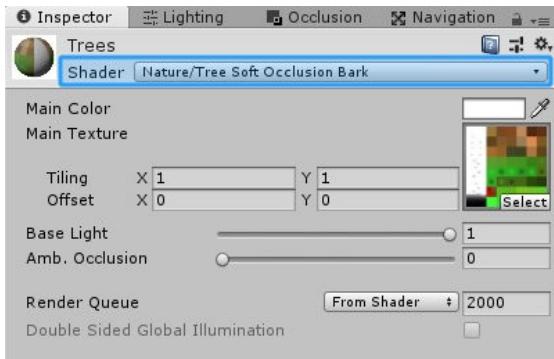
**UPDATE!** Watch my new [Polybrush Tutorial](#) on how to use it properly (including texture painting, prefab painting on other meshes, and mesh/terrain sculpting)!

\*To use Polybrush - you need at least **Unity 2019.4 LTS!** It was removed from the Asset Store and it's the part of the Package Manager now.

# Billboards

If you want to use **Billboards** for **NoLOD** prefabs, set prefab material Shader to **Nature/Tree**

## Soft Occlusion Bark.



Trees material is located at: *Low Poly Trees Pack/Tree Assets/Material*.

\*I highly recommend, to use LOD prefabs for Unity Terrain, or just for big worlds! LOD prefabs support Random Rotation in Unity Terrain Editor!

# Additional Info

## Naming Conventions

Prefab name example 1: **Pine\_Tree\_crk\_l\_01\_LOD**

- **Pine\_Tree** – Tree Type
- **crk** – means the Tree is cracked
- **l** – large size
- **01** – prefab number
- **LOD** – prefab has LOD group with 3 levels of LODs

Prefab name example 2: **Acacia\_Tree\_crk\_l\_Snow\_BT\_01**

- **Snow** – Tree has snow on it
- **BT** – Tree **With\_Bottoms** - Tree meshes have faces at the bottom



You can find these letters:

- **s** – small size
- **m** – medium size
- **l** – large size
- **crk** – means the tree is cracked.
- **NoLeaves** – Tree has no leaves
- **OneSided** – Tree leaves are visible only from one side (from top)
- **LOD** – prefab has LOD group with 3 levels of LODs
- **BT** - Tree **With\_Bottoms** - Tree meshes have faces at the bottom
- **Snow** - prefab has snow on it

\*Keep in mind that every tree mesh is different, no matter is it small or large.

# Scripts

Every scene **Camera**, **Directional Light**, and **\_Clouds**( *an empty game object which contains all clouds on the scene*) have movement controls.

For, example, select **Camera** and on **Inspector** scroll down to the bottom, you will see **LowPolyTrees\_Camera Control (Script)** attached to it. Here you can control **Camera Movement Speed** using sliders.



Same with **Direction Lights** and **\_Clouds**.

# Contacts

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**Website:** <https://lmhpoly.com/contact/>

Follow me on **X / Twitter** to see what I'm working on right now:

<https://x.com/lmhpoly>

## I would love to hear your feedback!

Thank you for using my **Low Poly Trees - Pack**! If you've enjoyed working with it and found it useful in your project/s, please consider leaving a quick review on the Unity Asset Store. Your feedback helps me improve the assets and support future updates.

[Leave a Review](#)

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